



"I Am A Sword" 1034-236 Design Board

Date 10/06/15

Board Team Final
Network Approval Board
Record Board
Animatic Scan Board
Conformed Board
Design Board 10/06/15
Final Board

Adventure Time Created by Pendleton Ward

Supervising Director Andres Salaff

Storyboard by Jesse Monynihan & Sam Alden

Animation Studio SAEROM

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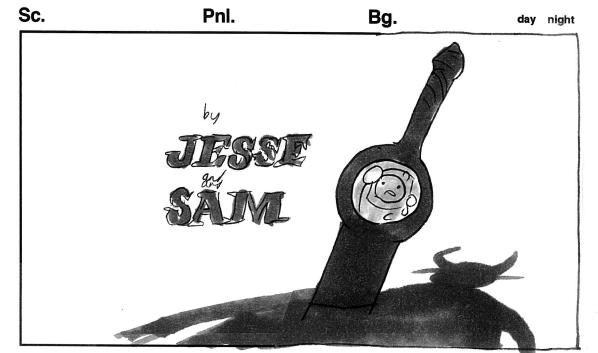
Page \_\_\_\_\_

ADVENTURE TIME PRESENTS

FALMORID

ADVINITURE TIME PRESENTS

Dialog:



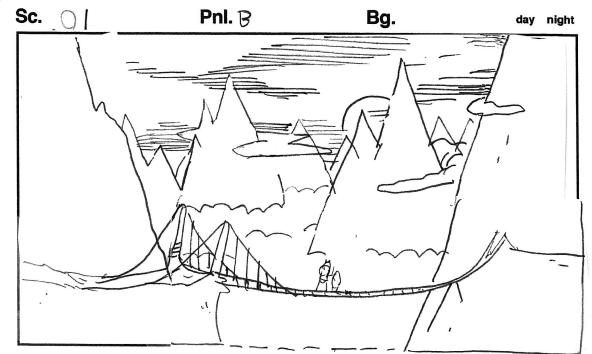
Action:	
Timing:	
•	

EPISODE # 1034 - 236



Page \_\_\_

Sc. O | Pnl. | Bg. | day night



Dialog:

F/ When we catch that bandit?

F: I'm going to be like -



Action:

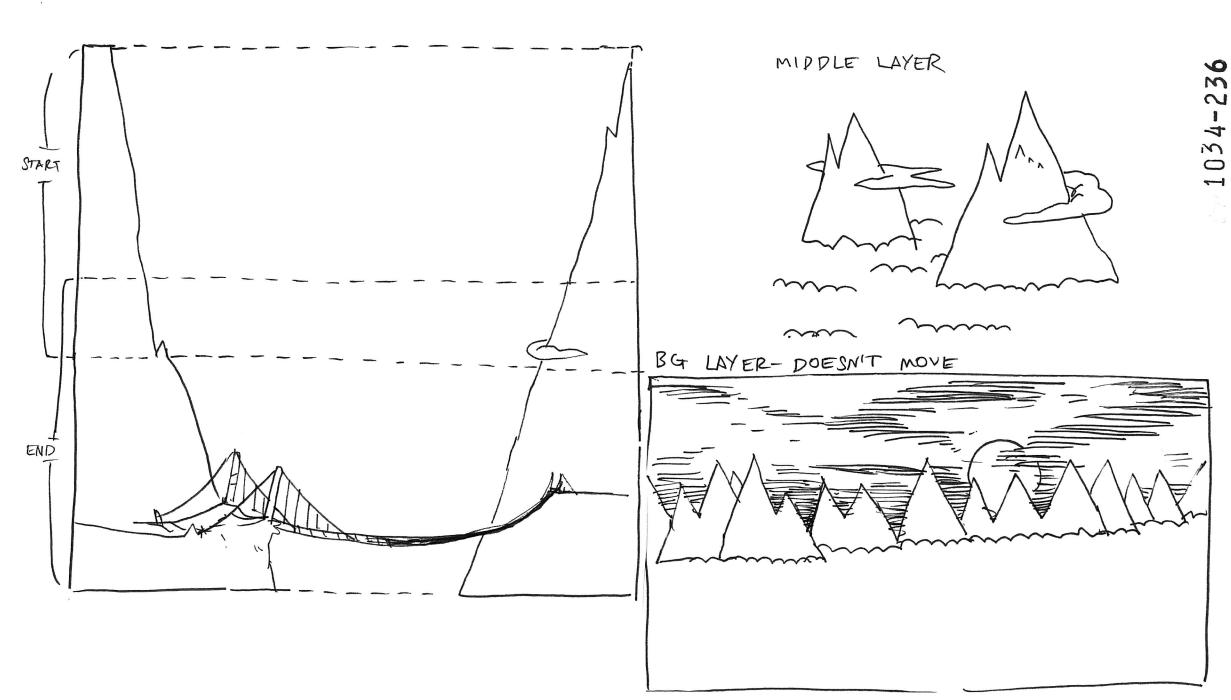
Mystery Mountains at sunset

- PAN down to reveal F+J crossing bridge

Timing:

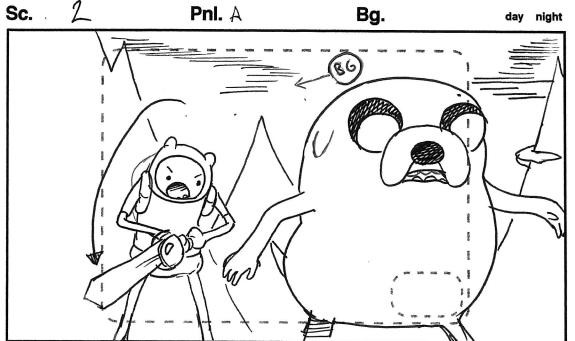
.

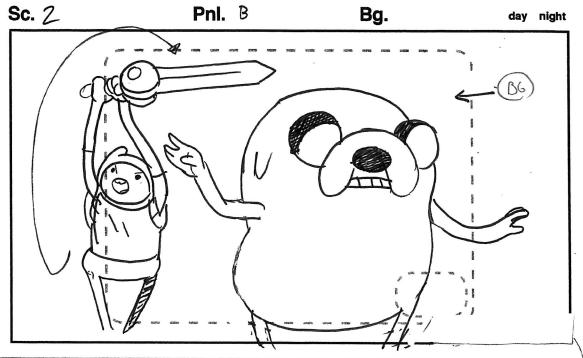
3





END POSE





Dialor

F/Yoof!

F/Hwahh!

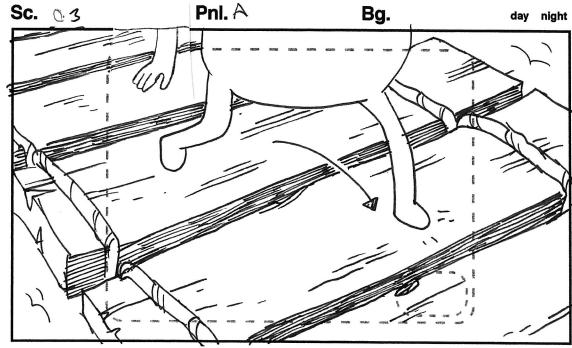


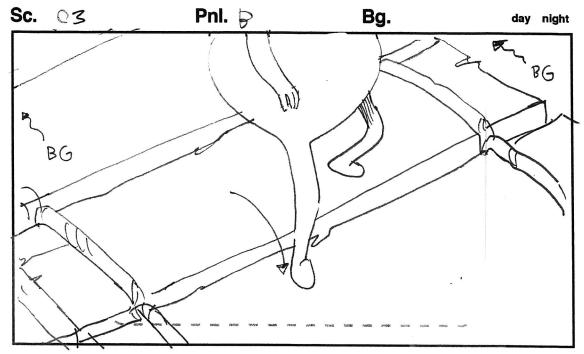
Page <u>02 A</u>

M

3

EPISODE





Dialog: (0/5)

F/Then, I'm going to give him just a wicked noogie.

Action:

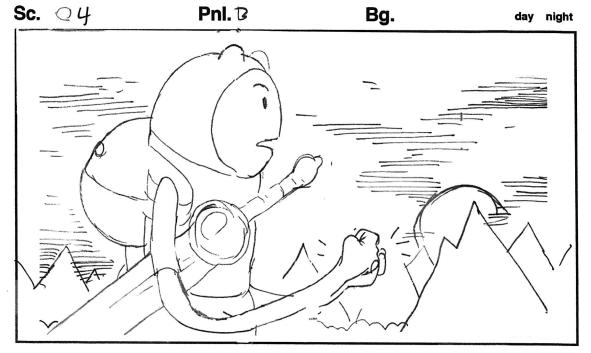
J's feet walking on old boards

Timing:



Page  $\bigcirc$  3

Sc. o 4 Pnl. A Bg. day night



Dialog:

F/ Then,

F:-a lecture on personal responsibility!

Action:

Timing:

Production:

3



Page 4

Sc. 04

Pnl. C

Bg.

day night

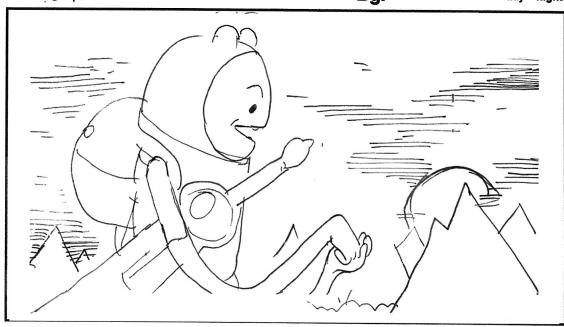
ght

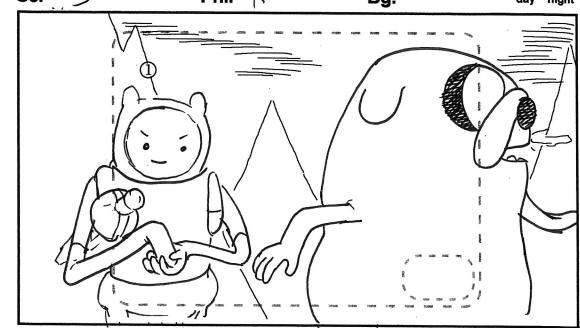
., 5

Pnl. A

Bg.

day nig





Dialog:

F/ Then, another noogie! Like, "Get that knowledge in there!"

Action:

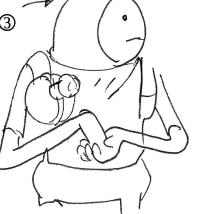
Grinds fist into palm on AB cycle

Timing:

J/Yeah dude!

- Finn looks up ARA





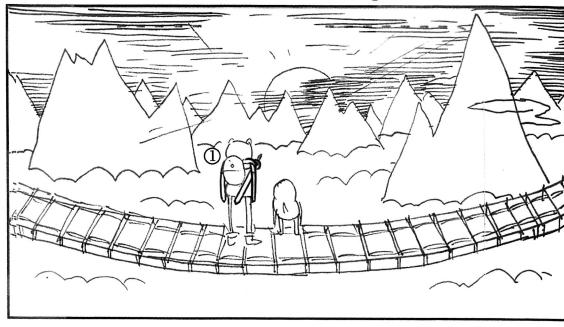
EPISODE # 1054-236



**Sc.** 0. 5 Pnl. 3 Bg. day night

Sc. 5

Pnl. A



Dialog:

I But it's getting pretty late.

\_J/We might gotta catch him tomorrow.

Action:

- F. TURNS BODY TOWARDS SUNSET,

- F. PUTS HANDS ON HIPS

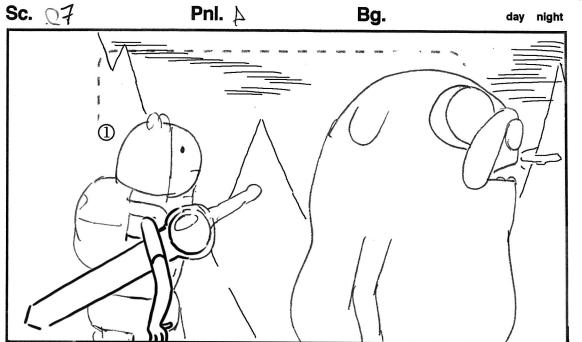
Timing:

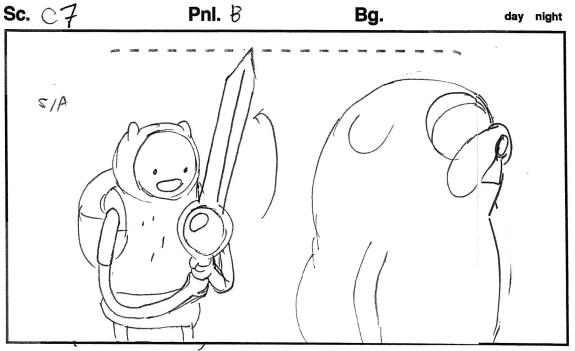


Production:

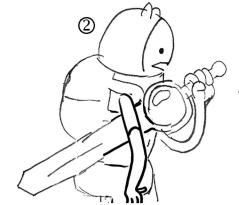


Page <u>Q 6</u>





F/Aww, what do you think, Finnsword? Should we stay out a little longer?





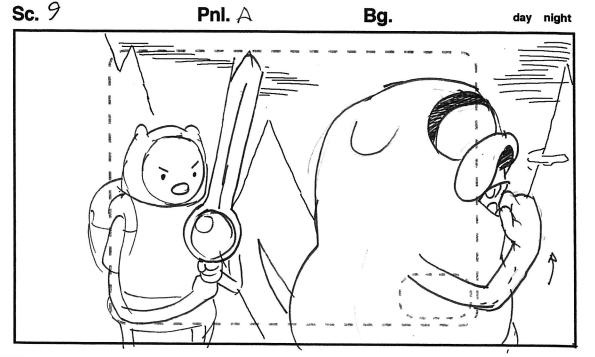
-F. PULLS OUT STURD, AND LOOKS AT



 $_{\mathsf{Page}}$ 

EPISODE #

Sc. ( Pnl. A Bg. day night



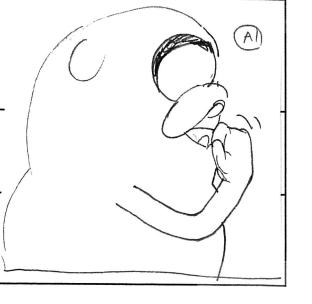
Dialog:

Action:

Finnsword shakes head no.



Jake picking teeth.



Timing:

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Pnl. 3 Sc. Bg. day night SIA

Sc. . 9

Pni. (

**EPISODE** 

Dialog:

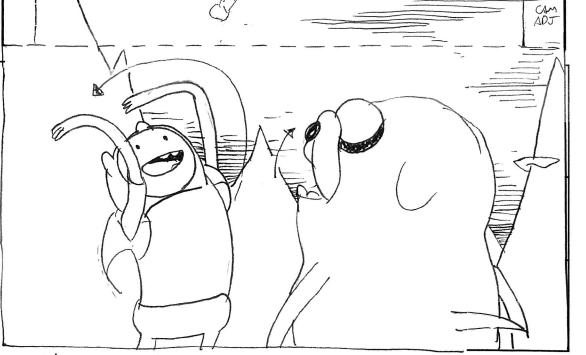
E/ Should we do a sword trick? Is that a better idea?

Action:

J turns - F. ANTICS DOWN W SWORD

- PAN W SWORD

- SWORD SPINS OFF/S.



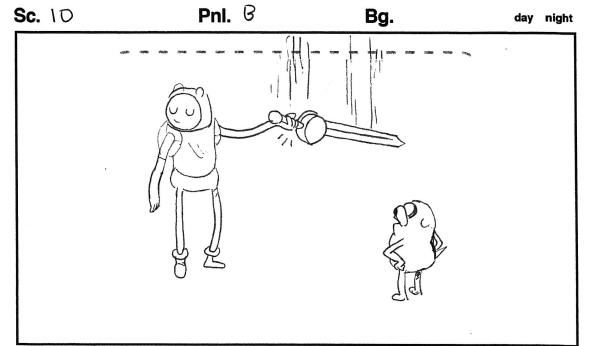
SFX/ W8HWSHWSHWSHWSHWSHWSHWSHWCHWELL ....

Timing:



Page

Sc. 10 Pnl. A Bg. day night





SFX/WHUNK

- 1. CATCHES SWORD CASILY

Production:

2

03



Sc. 1 Pnl. A Bg. Pnl. A

Dialog: (0/5)

J/I bet you can't do that behind your back!

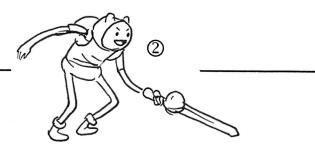
F/Like this?

Action:

Finnsword looking cranky

Timing:



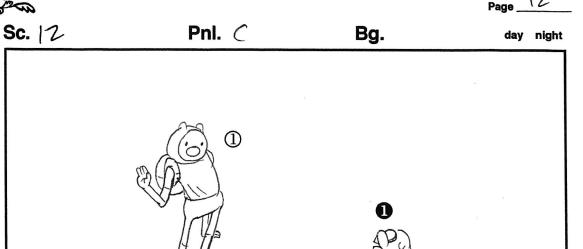


Production:



Page 12

Sc. 12 Pnl. Bg. day night



Dialog:

/ WSH WSH WSH WSH WSH WOOD

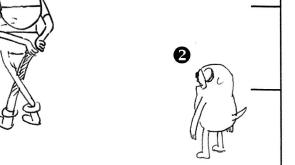
F/SWORD TRICK!

Action:

- F. THROWS SWORD OFFIS.

-F Strikes vogue pose

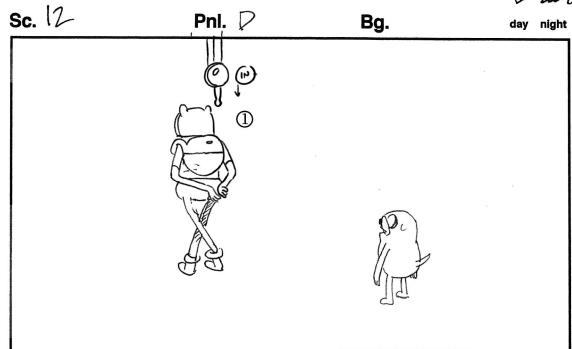
Timing:

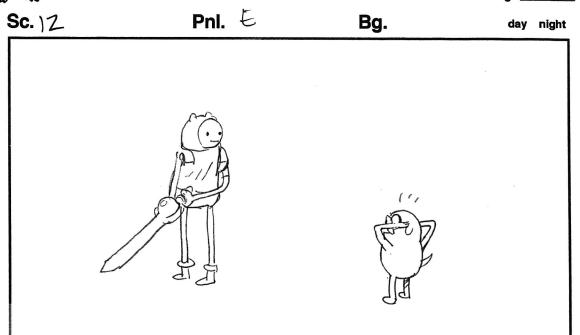


EPISODE # 1034-2

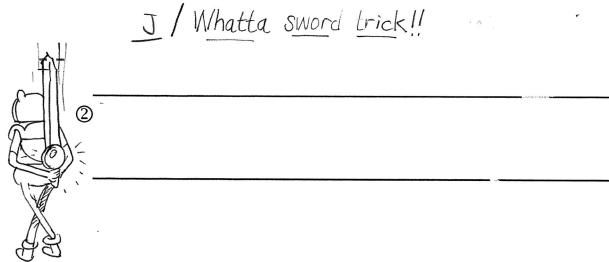


Page 13





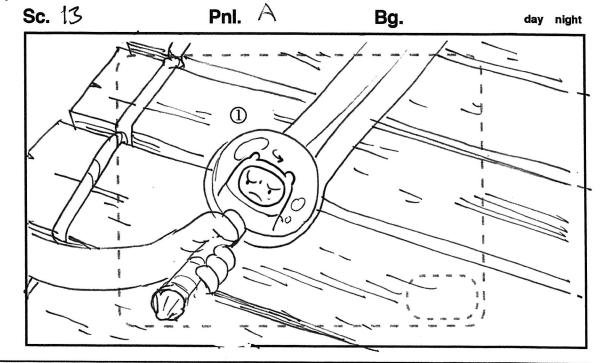
Dialog:		•	
SEX/WHUNK			
Action:			
SPINS AROUND	VVIV	CATCHES	ZMOND
0.4.00/2	MIND	C 11 CP162	0.1011
Timing:			





Page 14

Sc. 12 Pnl. Bg. day night



Dialog:			
F/ Finnsword, are	you just	loving	this?

J/Oh! Oh!

- FINN SWORD LOOKS DISPLEASED

	$\overline{}$
116	$\leq$
4 //2	
1/1	
$^{\prime\prime}$	$\leq$ / $\circ$ /:
,	70/

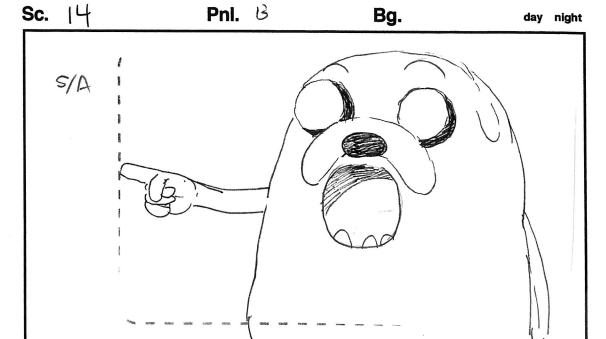
Timing:

Production:



Page 15

Sc. 14 Pnl. A Bg. day night



D	ia	lo	o	ľ
			-	•

J/I bet you can't do that and freestyle some bars!

Action:

Timing:

Production:



Page 16

Sc. \5 Pnl. \A Bg. day night

Sc. 5 Pnl. 6 Bg. day night

Dialog:

E/ I CAN DO THAT!

\_F/Hee-

Action:



- F. ANTICS DOWN

Timing:



Page [7

Sc. 15 Pnl. C Bg. day night

Sc. 16

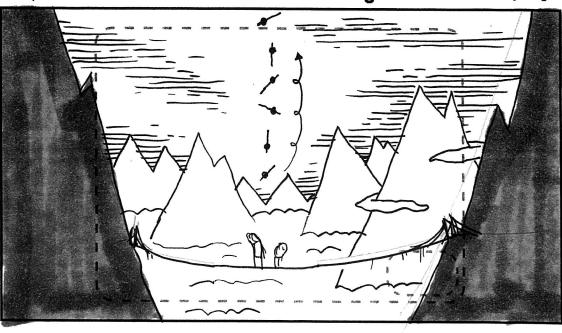
Pnl. A

Bg.

day night

1054-236

**EPISODE**#



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Dia	$\mathbf{a}$	a	
Dia	U	ч	

F: YOP!

SEX: WSH WSHWSHWSH WSH WSH WSH WALL

Action:

- SWORD SPINS UP INTO THE SKY

Timing:



Sc. 17 Pnl. A Bg.

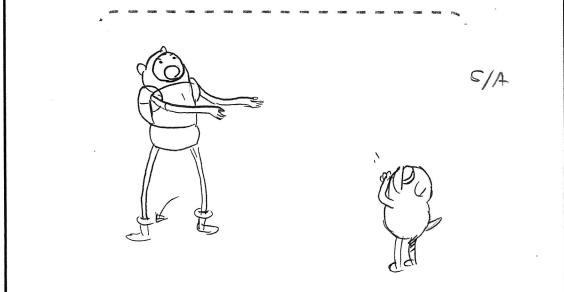
Sc. 17

Pnl. 3

Bg.

9 M

**EPISODE**#



Dialog:

F/ Uh! .... Uh!

J/+ beatboxing x F/ It's the boy! Uh!

Action:

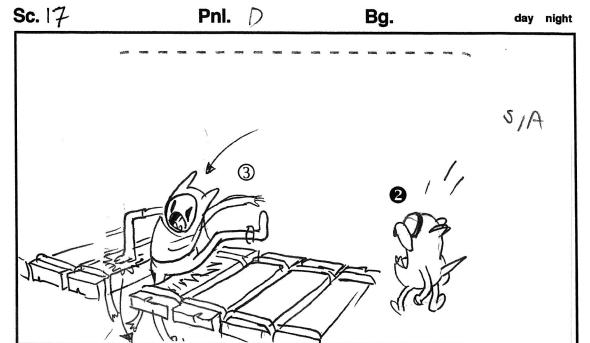
- F. TRIES TO FREESTYLE

Timing:



Page KA

Sc. (7 Pnl. C Bg. day night



F/ ... I'm a boy!

ALT !

Action:

F'S HAND ON AB 2x

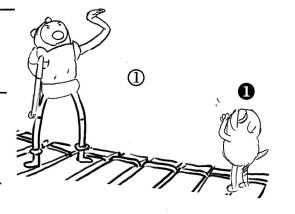
Timing:



- F FALLS THRU

SFX/CRACK!

FLOORBUARD



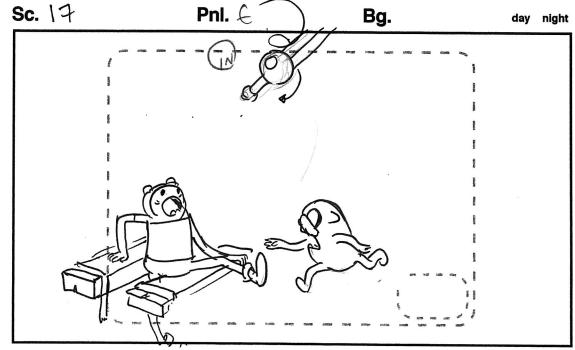


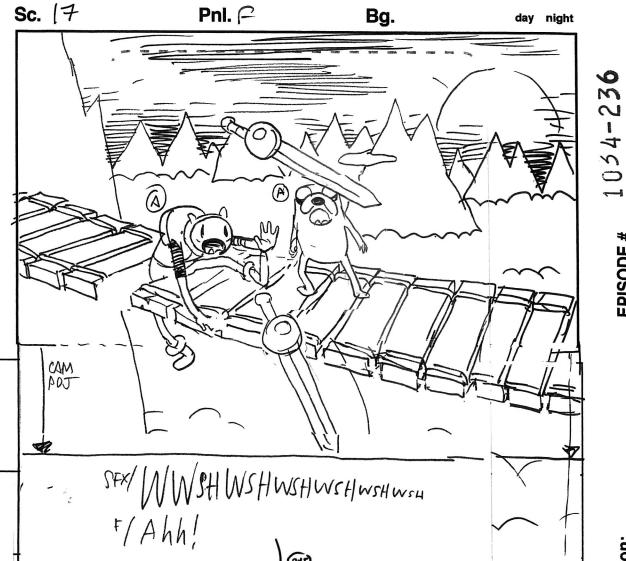
1034-23

EPISODE #

Droduotion







Dialog:

Action:

W/ SWORD CAM ADJUST DOWN

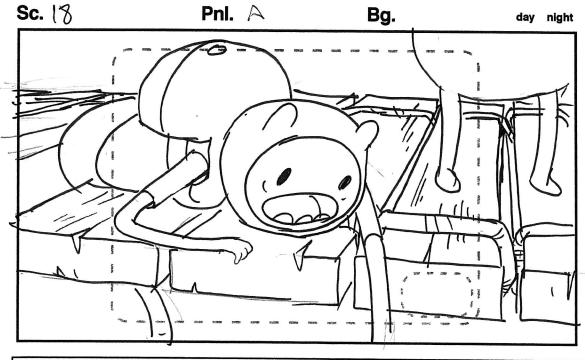
Timing:

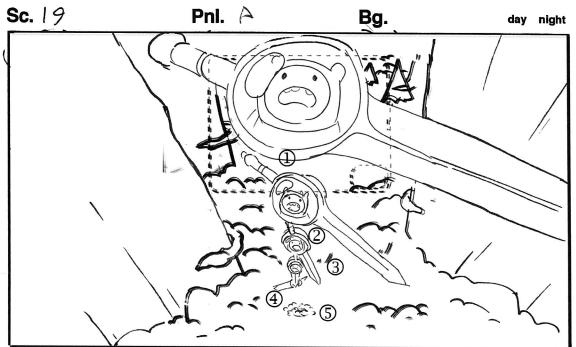


MAN HENDEN HENDEN HOM HOM HOM HENDEN



Page 20





Dialog:

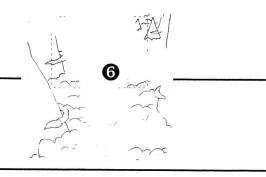
F/FINNSWORD!

Action:

SWORD FALLS THROUGH CLOUD

MAYBE HOLD ON THIS END PANEL A BIT?

Timing:





Production

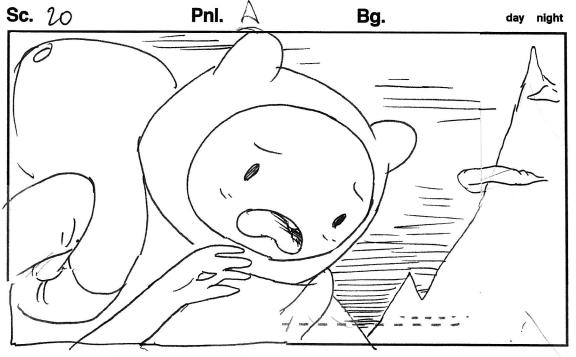
2

4



Sc. 2)

Pnl. Aday night 236 054-**EPISODE**#



Dialog: F/Oh, no...

It's night. Tilt down to F+J searching through gulch.

E/ (ANXIOUS SOUNDS)

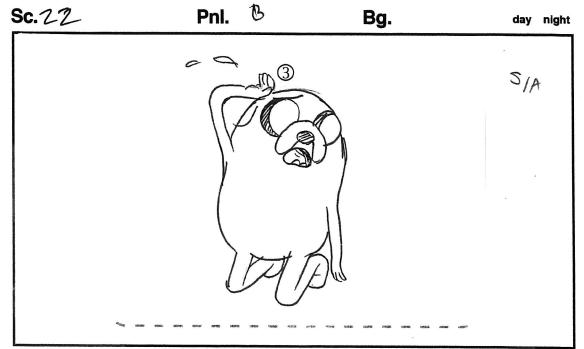
Timing:

Action:



Page 22

Sc. 22 Pnl. A Bg. day night



Dialog:

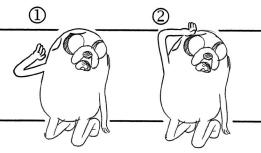
I Dude, we gotta call it.

Action:

J RUMMGING THROUGH PLANTS

- J. WIPES BROW

Timing:

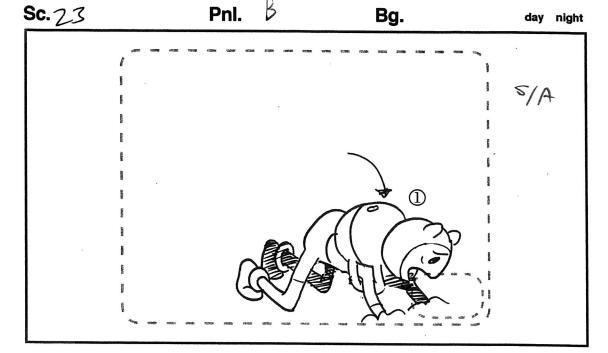


Production:



Page 23

Sc. 23 Pnl. A Bg. day night



Dialog:

Action:

F DIGGING THROUGH BUSHES ON (A) (2)

Timing:



- he's got to be around here somewhere!

Production:

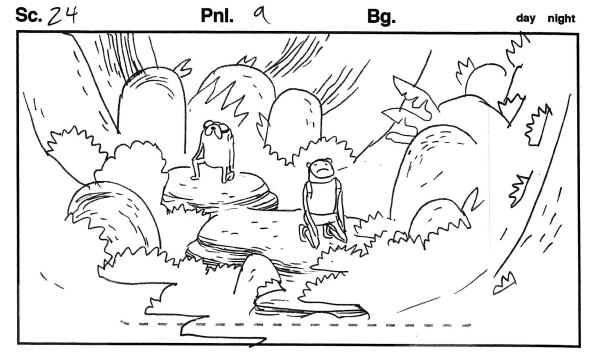


Page 24

Sc. 23

Pnl. C

Bg. day night



Dial	og:
------	-----

F/F/NNN!!

ECHO FINNN! FINN! FINN!



Timing:

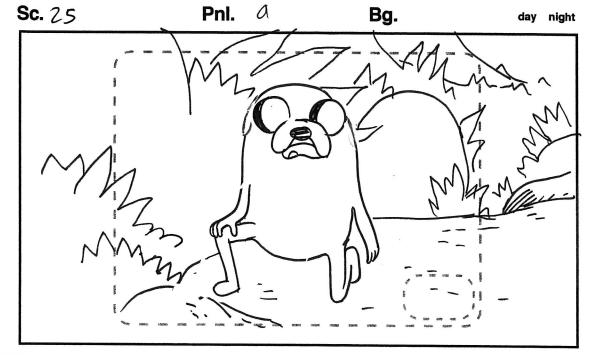
Action:

Production:



Page <u>25</u>

Sc. 24 Pnl. Bg. day night



Dialog:				
F/See, is that way to tell	even an //	echo?	There's	no

Il Uhh,

Timing:

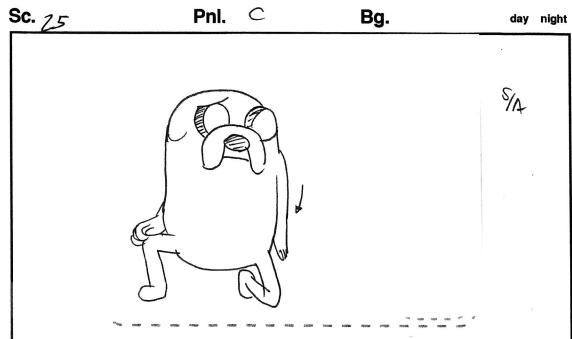
Action:

Production:



Page 26

Sc. 25 Pnl. b Bg. day night



Dia	log	:

=swords don't talk,

Action:

Timing:

Production:



Page <u>27</u>

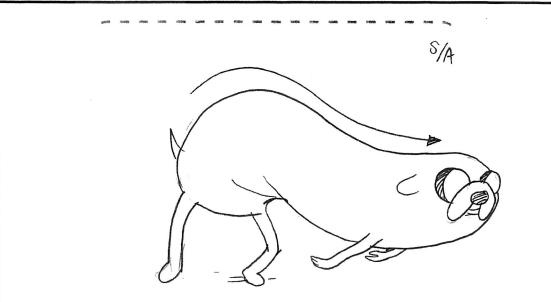
Sc. 25 Pnl. d Bg. day night

Sc. 25

Pnl. e

Bg.

day night



Dialog:

J/Come on...

J'-we can find you a new sword! We do that all the time!

Action:

-J. STANDS UP.

- J STRETCHES.

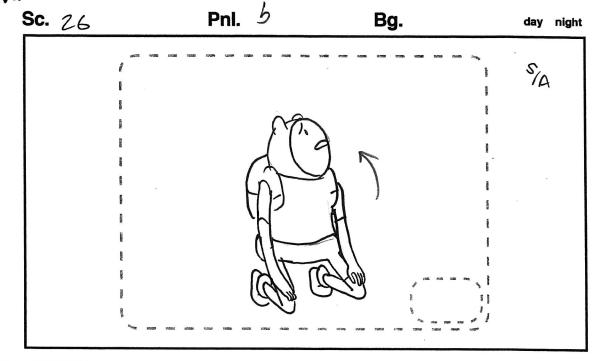
Timing:

Production



Page 28

Sc. 26 Pnl. Bg. day night



Dialog: F/You don't understand...

E: .. that sword is like -

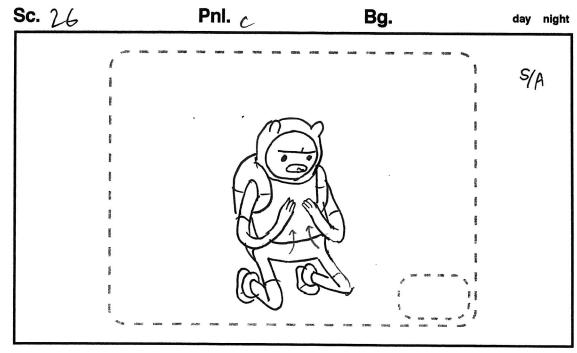
Action:

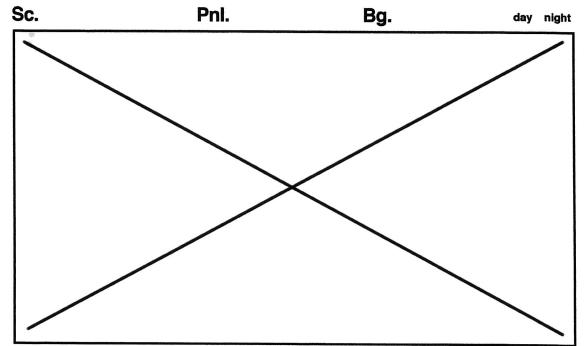
Timing:

Production:



Page 29



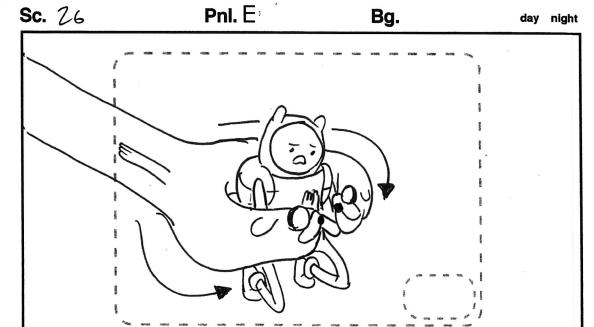


Dialog:	
F: —- me.	٣
me.	
Action:	
	*
	1
Timing:	
·	



Page 30

Sc. 26 Pnl. D Bg. day night



Dialog: Fi Like a sword-me.

I don't think I'm totally scoopin' what you're poopin'...

Action:

- J. STRETCHES ON, S.

-J. STRETCHES AROUND FINN

Timing:

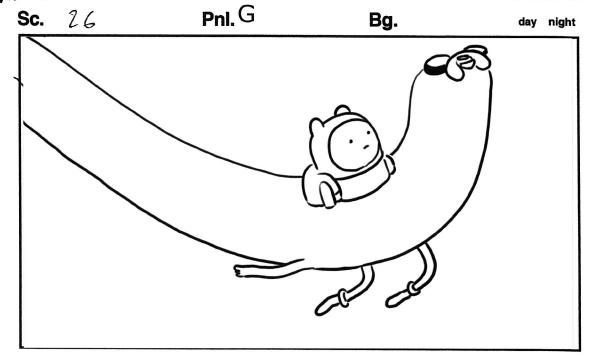
Production:

3



	-
	11
D	<b>CI</b>
Page	

Sc. 26 Pnl. F Bg. day night



Di	a	Q	g	

I But hey, tomorrow?

Action:

- J pulls f up

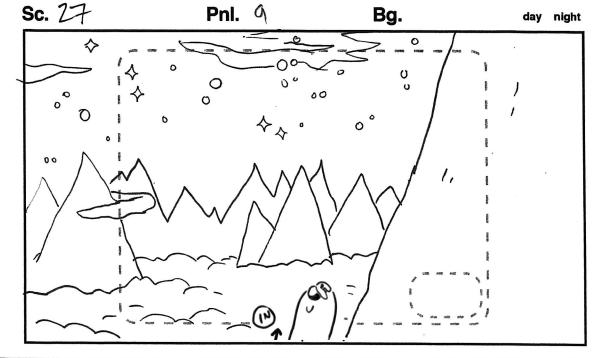
Timing:

Production:



Page 32

Sc. 26 Pnl. H Bg. day night



Dialog:

I But hey, tomorrow?

2

I We got a bun-ton of arts-and-craft stuff--

Action:

Timing:

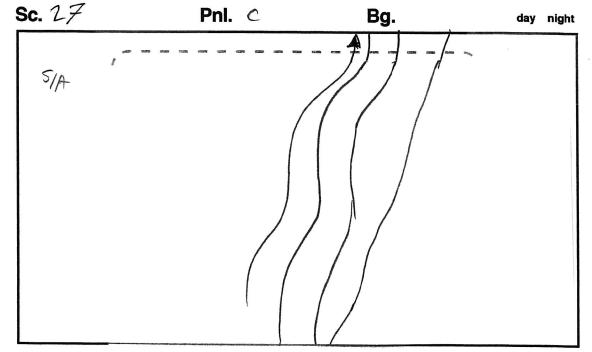
Production:

2



Page 33

Sc. 27 Pnl. Bg. day night



Dialog:

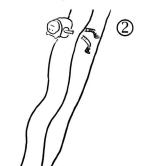
J: -- lying around at the house!

Action:

-J. STRETCHES ON/S,

- FINN LIFTED OFFSCREEN

Timing:



Production:



Sc. 28

Pnl. ∠

Bg.

(SP)

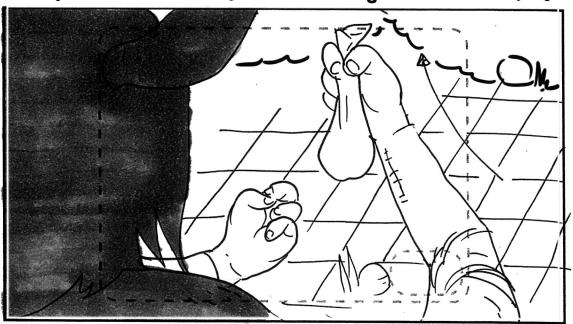
Sc. 28

Pnl. ₿

236

34-

EPISODE #



Dialog:

SFX/ Breathing, coin Jangles

Action:

FADE TO BLACK.

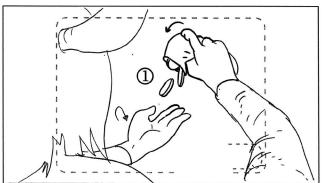
Timing:

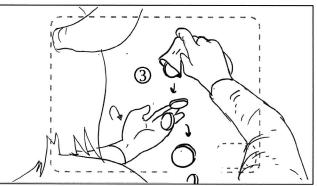
- FADE IN ON HANDS COUNTING MONEY

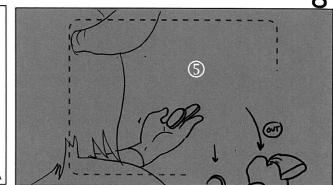


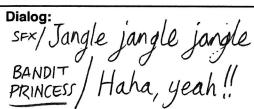
Page <u>35</u>

Sc. 28 Pnl. C Bg. day night



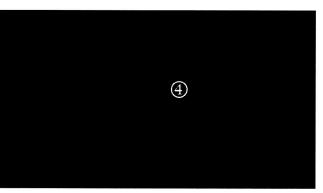


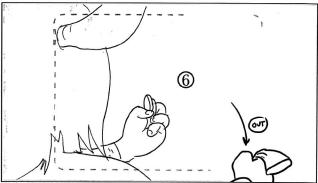




Action:

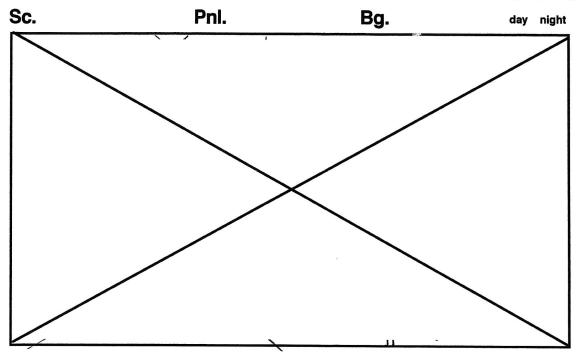
Timing:

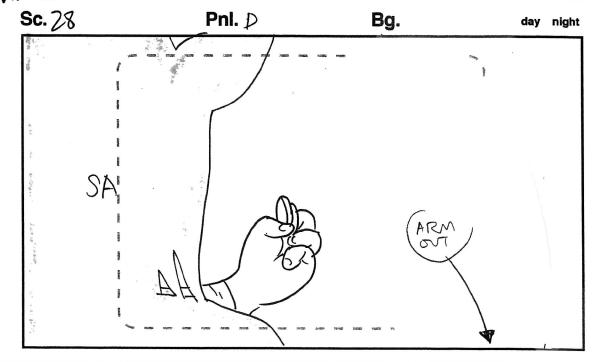






Page <u>35</u> A





D	ial	o	a	•
-	la	U	y	

BP: - That's that good-good!

Action:

- BP Rubbing coins together AB

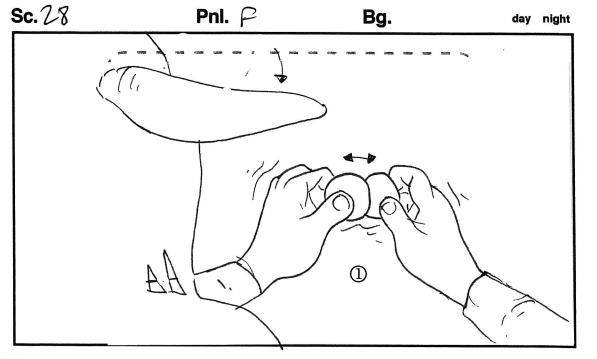
Timing:

roduction.



Page 36

Sc. 28 Pnl. 5 Bg. day night



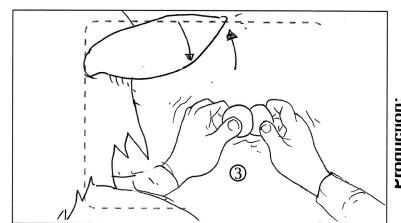
BANDIT / NOW Kiss!

BP: Mwah! Mwah! Mmmmahhh

Action:

Timing:



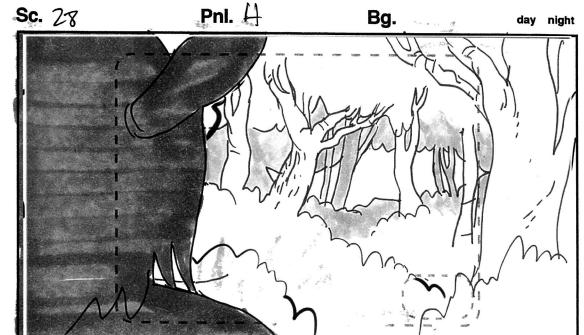


# EPISODE #



Page <u>37</u>

Sc. 28 Pnl. G Bg. day night



MERCHANT/ Pay it in the front! Pay it in the back!

BP/Hmm?

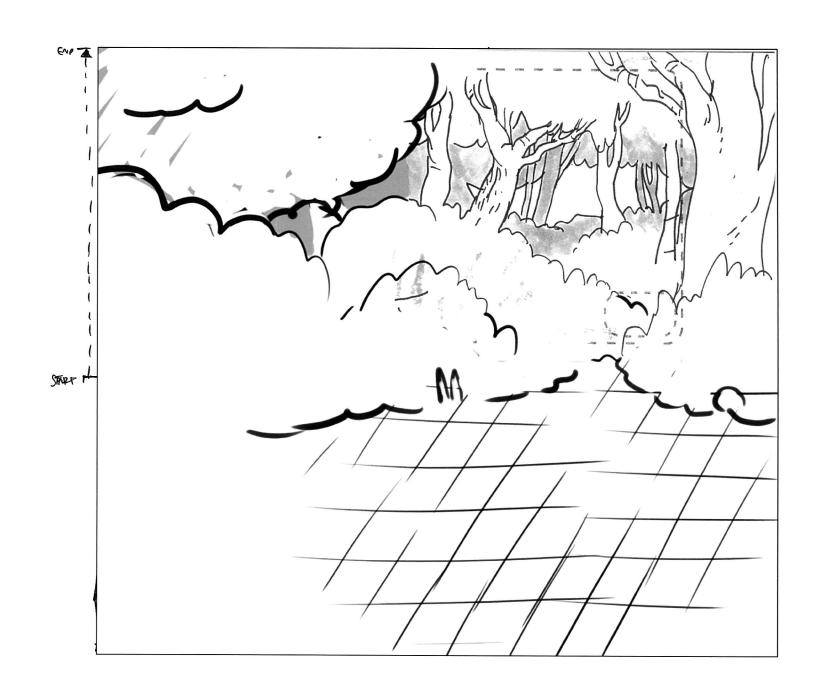
Action:

EAR PRICKS UP

- BP STANDS UP - SEE TILT ON NEXT PAGE

Timing:

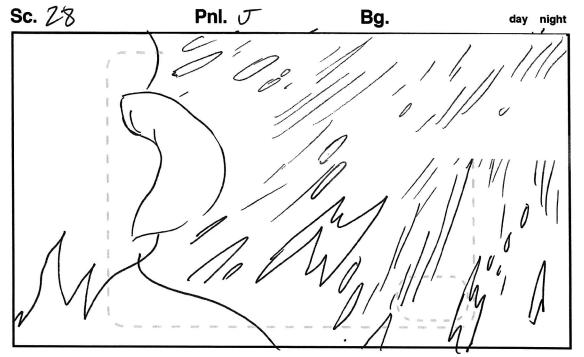
Production:





Page 38

Sc. 28 Pnl. | Bg. day night



Dialog:		
MERCHANT/ Pack that dollar in	the dollar.	sack (
7	2	

SFX/Running through undergrowth

Action:

MERCHANT PASSES BY IN DISTANCE.

Timing:

A SHI COMP A THE COMP P

Production:

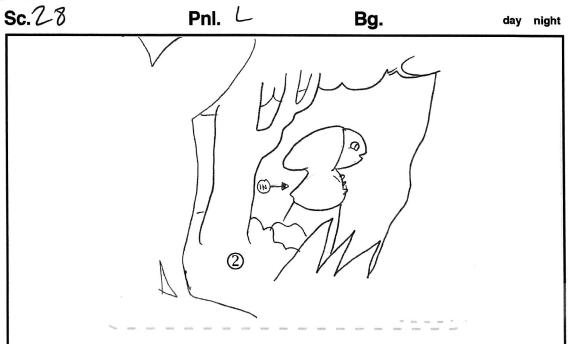


Page 39

236

034-

Sc. 28 Pnl. K Bg. day night



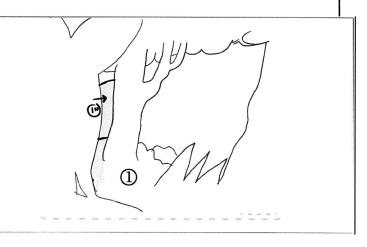
Dialog:

MEREHANT They call me Badfoot Money when I

(FADING IN Step in the street,

Action:

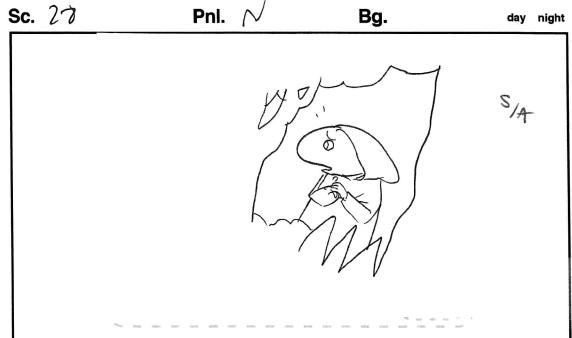
Timing:





Page 40

Sc. 28 Pnl. M Bg. day night



Dialog:		
MER.	Wha	7
	• • • • • • • • • • • • • • • • • • • •	1

M: Hello? Is someone there?

Action:

-MERCHANT STOPS

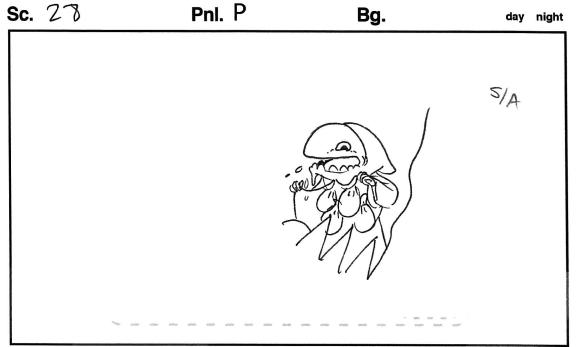
Timing:

Production:



Page 4)

Sc. 23 Pnl. O Bg. day night



Dialog: M: Huh - I must be nervous,

M: Probably cause I'm carrying around these just succulent moneylags!

Action:

Timing:



Production:



day night

Sc. 28 Pnl. Q Bg. day night S/A

Sc. 28 Pnl. R



Bg.

Dialog

M Gotta go get these muchachos in a bank! SFX/WHOODSHSHHH

RUNNING THROUGH FORES T

Action:

-M. WALKS OFF/S

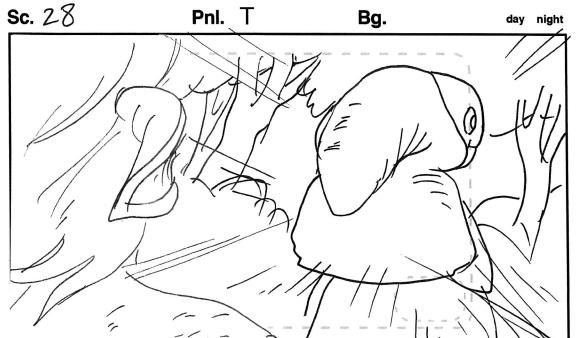
Timing:

Production:



Page 43

Sc. 28 Pnl. S Bg. day night



Dialog:

Action:

- BP RUNS UP BEHIND MERCHAM.

- SEE REFERENCE ON NEXT PANEL

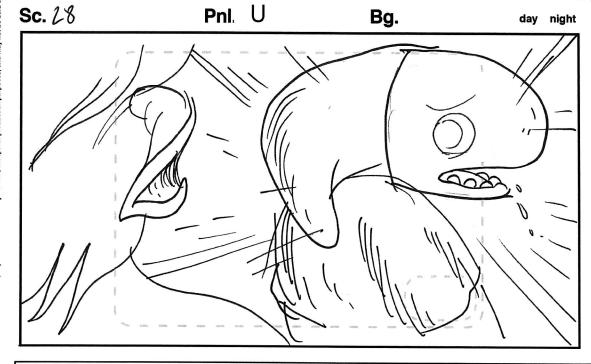
Timing:

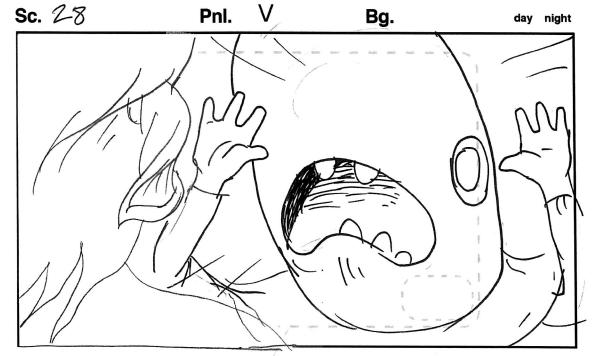
Production:





Page 44





MAHH!

M

PLEASE!

Action:

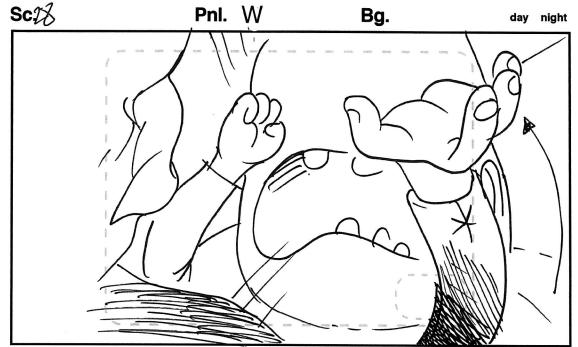
- M. TURNS

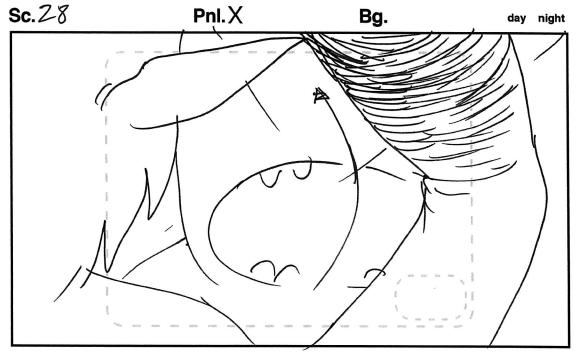
Timing:

Production:



Page 45





Dialog: M:
IM SO RICH!!

HAND GRABS SWORD

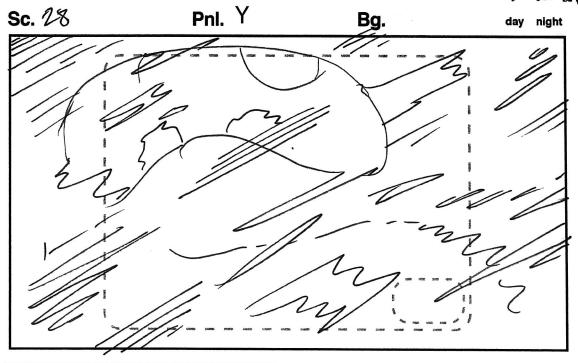
Timing:

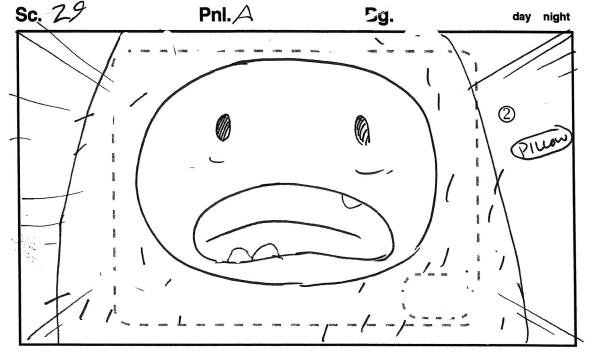
Production:

1054-236

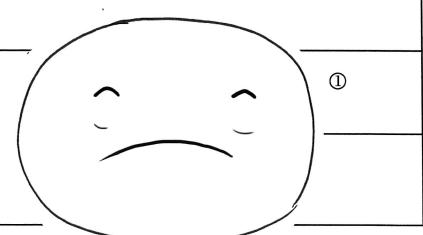


Page 46





Dialog: SFX/SH/NG ((sword sfx)) MERCHANT/8HRIEK	F/AHH!!
MERCHANT/8HRIEK	
Action:	
Timing:	



EPISODE # 1034-236



Page 47

Sc. 30 Pnl. A Bg.

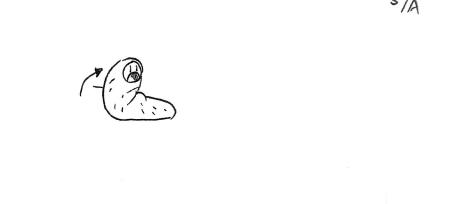
Sc. 30

Pnl. B

Bg.

day night

SIA



Dialog:

F/AAHHAH ---

Action:

-F SITS UP IN BED

Timing:

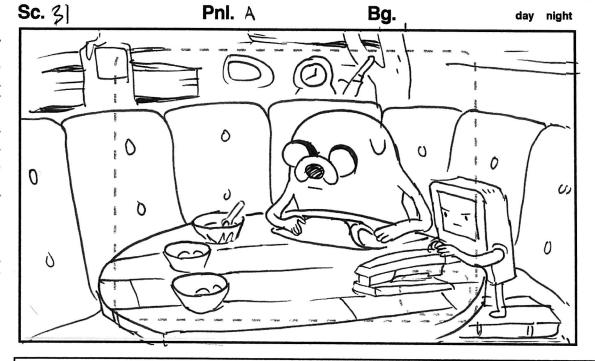
34



Page 48

S/A

day night



Sc. 31 Pnl. B Bg.

**Dialog:** ►/ (0(s) АНННННН ;

I/Wakin' up screaming again.

Action:

-J. Rolls out crêpe

Timing:

Production:



Page 49

236

34-

0

**EPISODE**#

Sc. 3 | Pnl. c Bg. day night

Sc. 3 Pnl. d Bg. day night

Dialog:

e/(ols) JAKE! JAKE!

I/Breakup, Lich, me dying, you dying, -



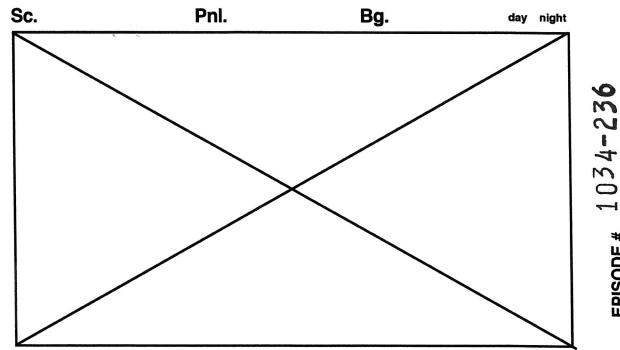


LISTS OPTIONS WITHOUT LOCKING UP



Page <u>50</u>

Sc. 31 Pnl. e Bg.



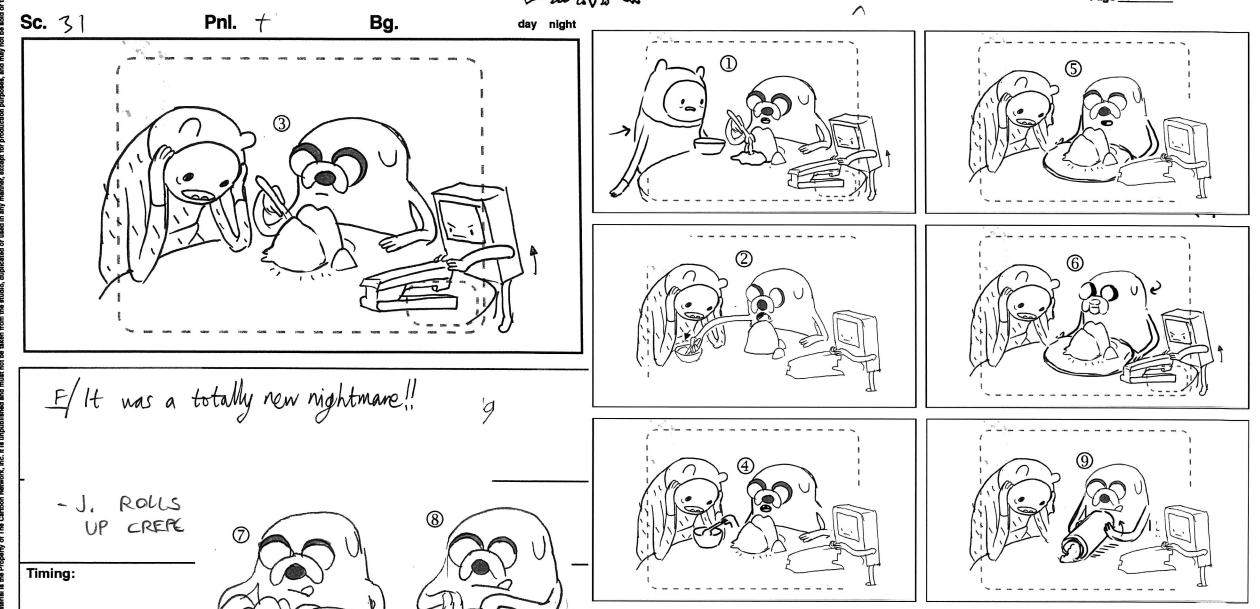
E:
- other breakup, growing up, never growing
up, or spiders?

- F. SLIDES IN BEHIND TABLE,

Timing:



Page <u>50 A</u>



MOOSE This makes

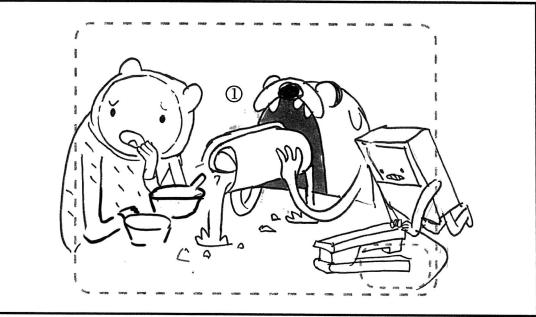


Page 5)

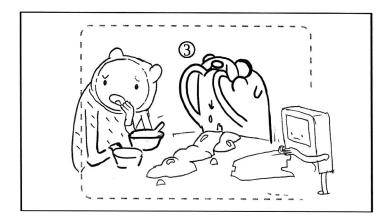
Sc. 31

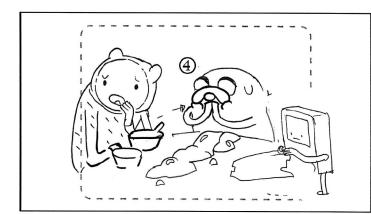
Pnl. 9

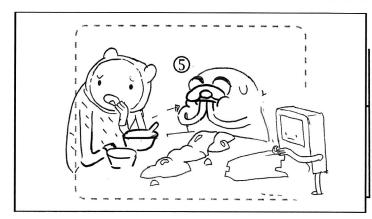
Bg.











Dialog:

F/I was in the moods and I was gonna rob

this guy.,

SFX/Wet dribbling -- like wet? if should

Action:

- CREPE CONTENTS

- CREPE CONTENTS SPILL OUT.

Timing:

Production:

236

34



Page 5) A

Pnl. h Sc. 31 Bg. 5/A 1

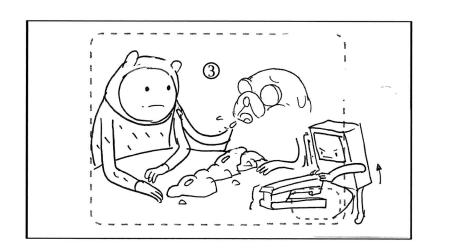


Dialog:

I/ Aw, it sounds like a nasty guilt dream!

Action:

Timing:



**EPISODE**#



Page 52

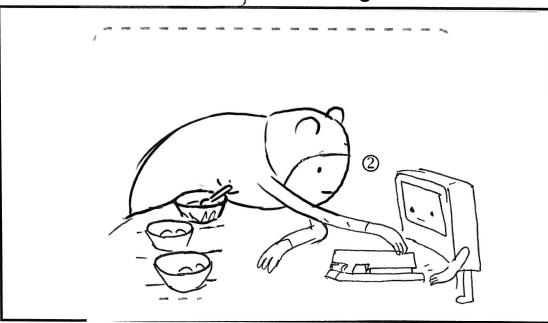
Sc. 31 Pnl. Bg. OUT)

Sc. 31

Pnl.

Bg.

day night



I/Here, this // cheer you up.

Action:

-1, SHUFFLES OFF/5

Timing:



- F Leans over and staples stapler

N 3 **EPISODE**#



Page 53

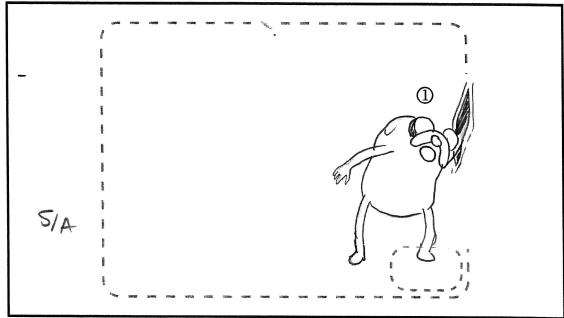
Sc. 32 Pnl. A Bg.

Sc. 32

Pnl. b

Bg.

day night



Dialog:

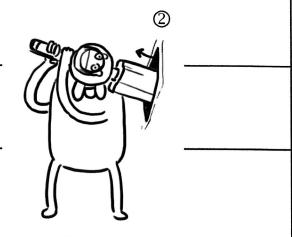
Dialog:

J/Tuh tuh tuh tay tay taaayy taaayy tuh tuh

airhom souds

Action:

Timing:



Production:



Page 54

Sc. 32 Pnl. A Bg. day night

Sc. 32 Pnl. Bg. day night

Dialog:

ゴ TAKE A LOOK at this!

J T 60000000000000

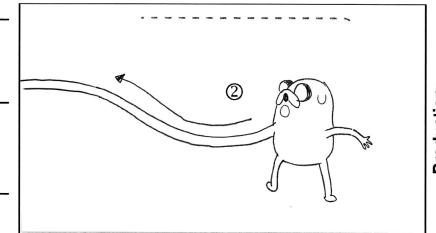
Action:

- J. PULLS OUT HOMEMADE SWORD

- J. STRETCHES

ARM OFF/S

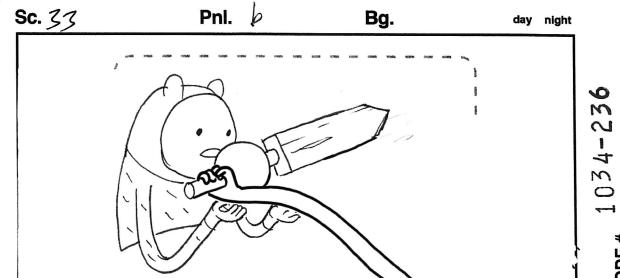
Timing:



Production:



Sc. 33 Pnl. 🔍 Bg.



Dialog:	/
00000000000000000000000000000000000	
4	
Action:	

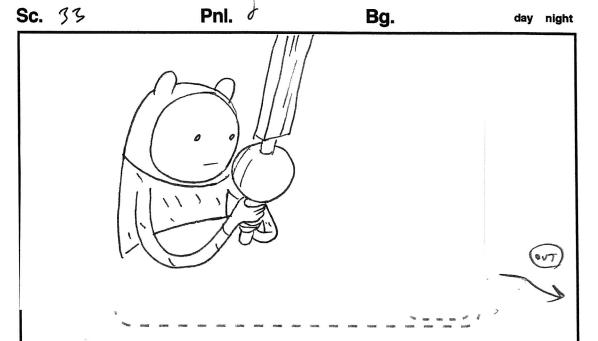
Timing:

Production:



Page <u>56</u>

Sc. 33 Pnl. c Bg. day night



Dialog:

El What's this now?

I/H's a sword! Just like your old one!

Action:

-J. RETRACTS ARMS

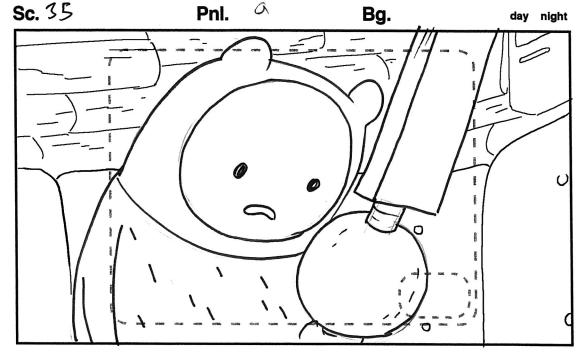
Timing:

Production:



Page <u>57</u>

Sc. 34 Pnl. A Bg.



J/I couldn't get your mouth right, sorry. #/ Thanks, dude,

Action:

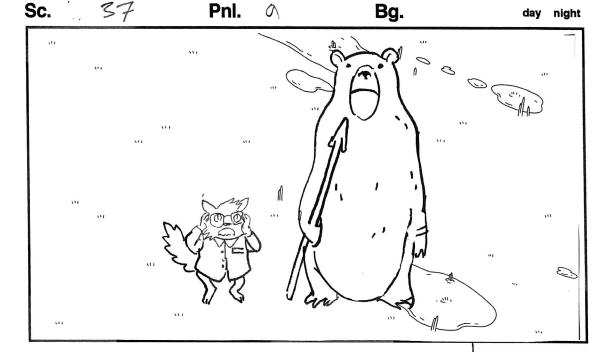
Timing:

Production:



Page <u>59</u>

Sc. 36 Pnl. b Bg. day night



Dialog:	
---------	--

Floh! Hey Science Cat!

SC/Hey man! His time for the daily bran!, B145:013\_1603
Remember?

Action:

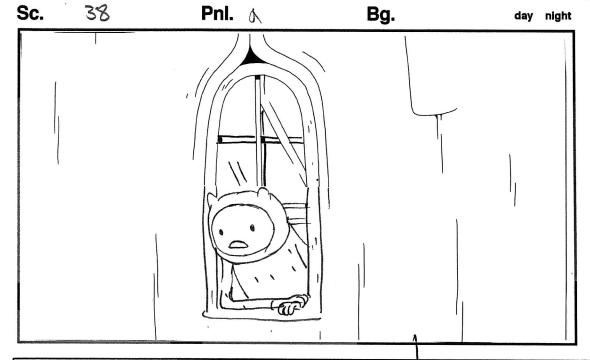
.F. OPENS WINDOW.

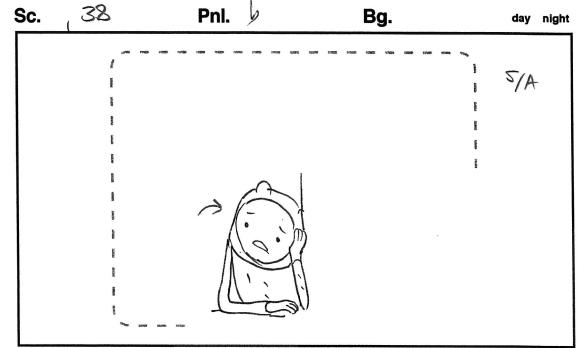
Timing:

Production:



Page 60





Dialog:	
---------	--

F/Uh -

B145,001\_15

F: -I don't think I can make it today, guys.

Action:

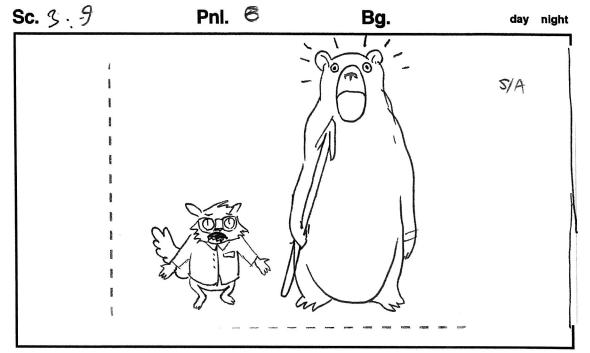
Timing:

Production



Page 6

Sc. 3.9 Pnl. A Bg. day night



Dialog:

Sy Whaabaat?

SC: But we came all the way here!

Action:

Timing:



Sc. 39 Pnl. , C Bg. SIA

Sc. 40 ..

Pnl. 🗷

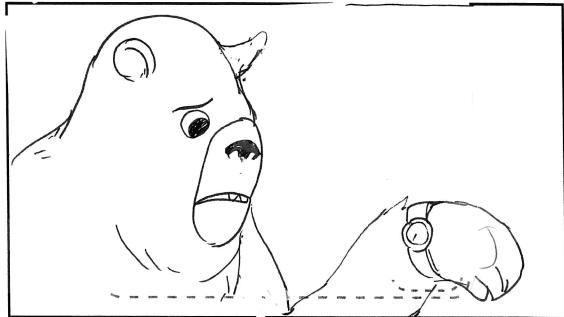
Bg.

day night

236

034

**EPISODE**#



Dialog:

sel This is why Spearbear even owns a natch!

Action:

-SPEAR BEAR LOCKS AT WATCH,

Timing:



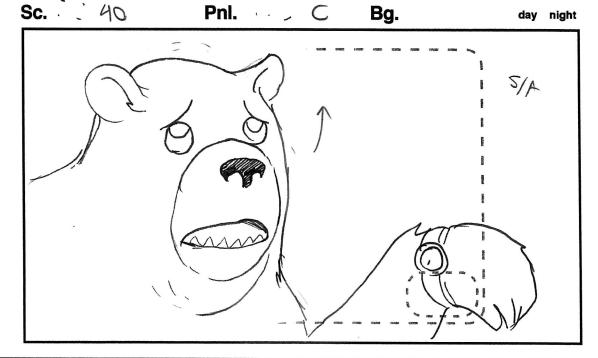
Page 62 A

236

34

EPISODE #

Sc. 40 Pnl. B Bg. day night



SPEARUEAR/ Stight o'clock.

SB: Finn. s'fight o'clock.

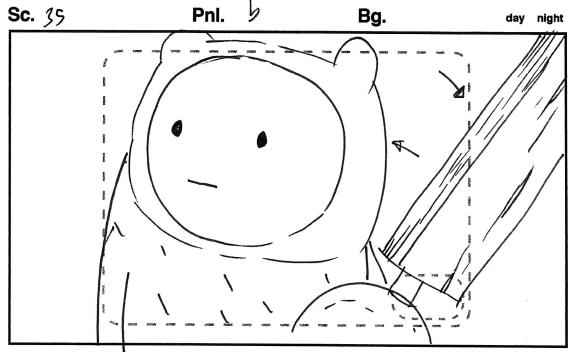
Action:

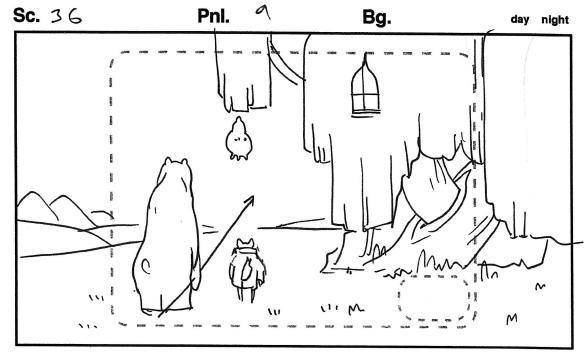
-SB LOCKS UP TOWARDS FINN.

Timing:



Page 57





Dialog:		
SCIENCE CAS (DISTANT)	Y6!	Finn!
1		

Action:

- f. LOOKS UP.

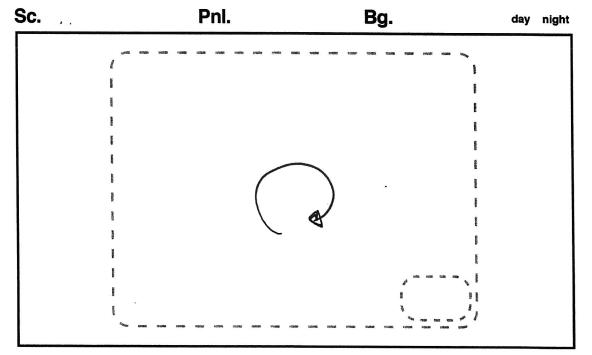
Timing:

Production:



Page 63

Sc. 41 Pnl. A Bg. day night



Dialog	
Dialog	

#Okay, okay, I'll come down.

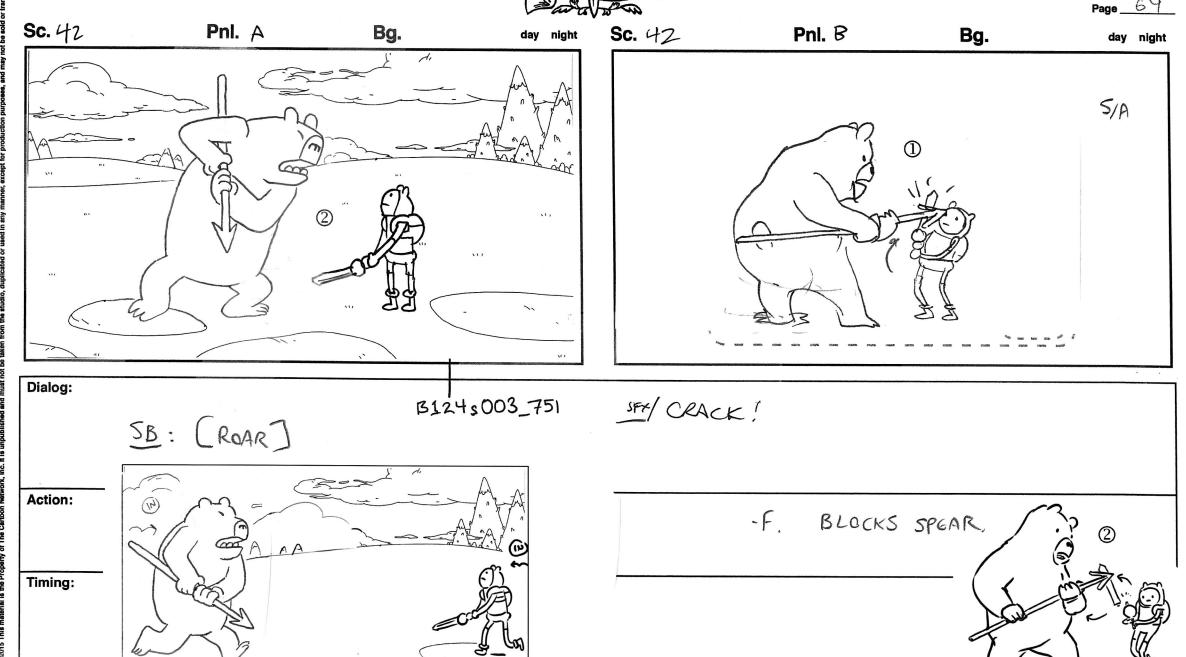
Action:

- WIPE

Timing:

Production:





Production:

03

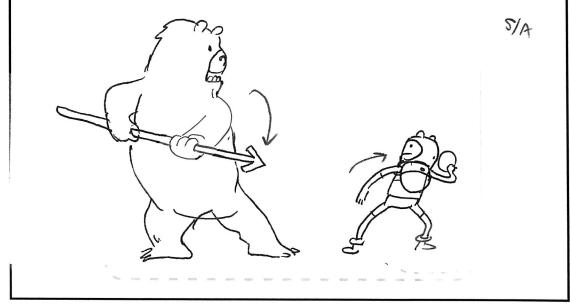


2

3 0

EPISODE #

Sc. 42 Pnl. C Bg. S/A Sc. 42 Pnl. D Bg. day night S/A



Dialog:

SPXI PNAP (WOOD)

Action:

- "BLADE" SNAPS OFF AND FALLS TO GROUND - F. COCKS ARM.

Timing:

Bg.

Pnl. ⊱



Page 66

034-236

EPISODE #

S/A

Sc. 42 Pnl. F Bg. day night

Dialog:

Sc. 42

SFX/ POW

SB: [IMPACT]

SFX/ WUD.

Action:

- F. THROWS HILT AT SPEAR BEAR.

Timing:



Page 66A

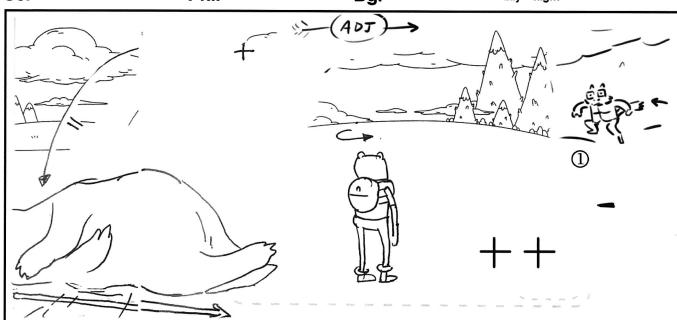
day night

sc. 42

Pnl. G

Bg.

day night



Dialog:		
Action:		
	200° (C)	
Timing:	++	
	1 1	



Page 67

2

034

**EPISODE**#

Sc. 42 Pnl. I Bg. day night

Sc. 43 Pnl. A Bg. day night

Dialog:

SC: HA-HA!

B1475022\_2109 (minus Hot Daniel)

Action:

-BACKGROUND PANS RIGHT AS SCIENCE CAT JUMPS INTO FRAME

Timing:





SC. 43 PAI, B Bg, night



Dialog:

SC YAAAAAAAAAA

SFX/ BOOSH,
SHATTER!

Action: SC PULLS OUT TWO FLASKS.

- SC THROWS FLASKS,

Timing:

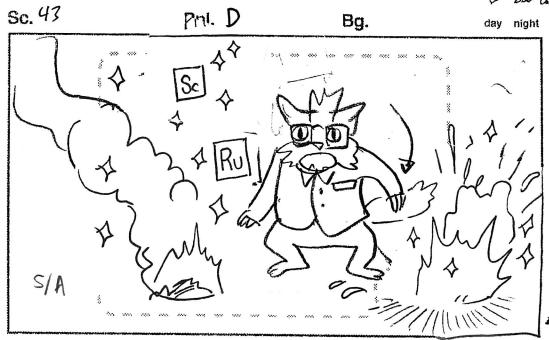
EPISODE # 1034-236



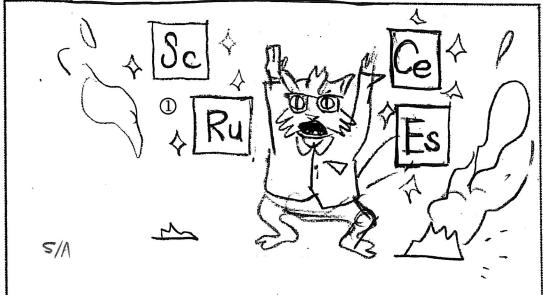
1034-236

EPISODE#

Production:



Sc. 43 Pnl. E Bg. day night

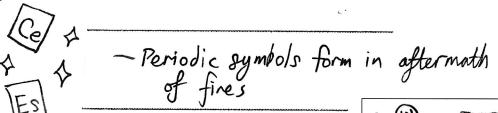


Dialog:

SHATTER!

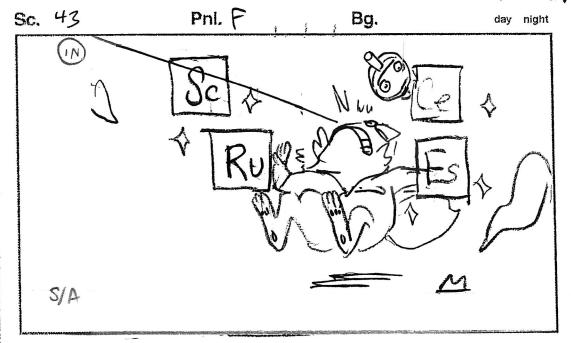
SC/ WOO! YAHAHAAAAA!!

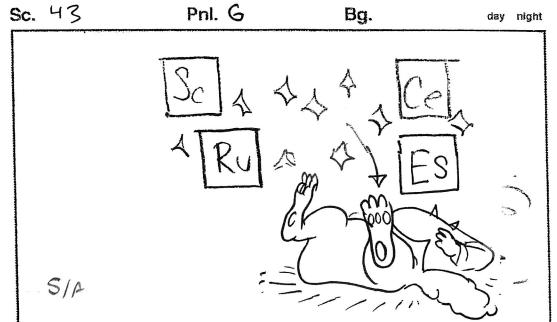
- CLOUDS OF COLORFUL SPARKLING SMOKE AND PERIODIC TABLE SYMBOLS RISE UP.





Page 70





SC: (IMPACT)

SFX: \* WUDX

Action:

- HILT FLIES ON/S AND KNOCKS OUT SCIENCE SAT

Timing:

Production:

236

034-



Page 7

Sc. 43

Pnl. A

Bg. day night

Sc. 43

Pnl. A

Bg. day night

Sc. 43
Pnl. 1
Bg. day night

Dialog:		·
		· *
Action:	"Science Rules"	- SPARKLES DISSIPATE.
Timing: -	ur.	

Production:

1034-236



Page 72 Pnl. J Pnl. A Bg. Sc. 43 44 Bg. day night SIA SA Dialog: B1475001\_2084 but at Junset Action: -SUNSET, SS+SC HOBBLING OFF Timing:

1034-23

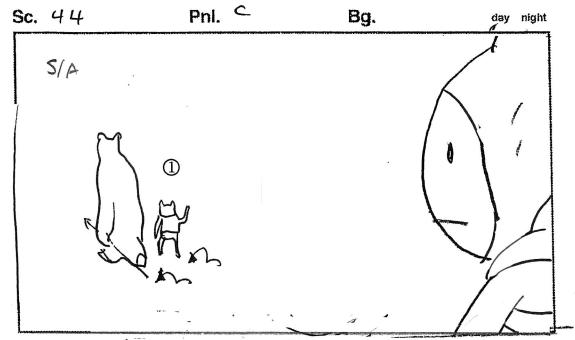


Page 73

Sc. 44

Pnl. 3

Bg. day night



F/BYE GUYS! THANKS FOR COMING!

SCIENCE/Your heart's not in it Finn!

CAT / Something's changed!

Action:

Timing: -

Production:

SA

034-236

EPISODE #

ix inclosed to the Property of The Carlson Axtwork, Inc. It is unpubl



Page 74

Sc. 44 Pnl. D Bg. day night

**Sc.** 45

Pnl. △

Bg.

day night



Dialog:

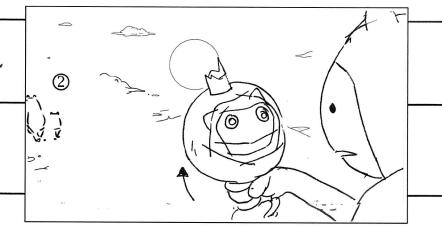
F/He's right, isn't he,

F/Did I take Finnsword for granted?

Action:

-F. LIFTS UP SWORD.

Timing:



Production:



Page 75

Sc. 45

Pnl. ₿

Bg.

day nigh

Sc. 4

Pnl. C

Bg.

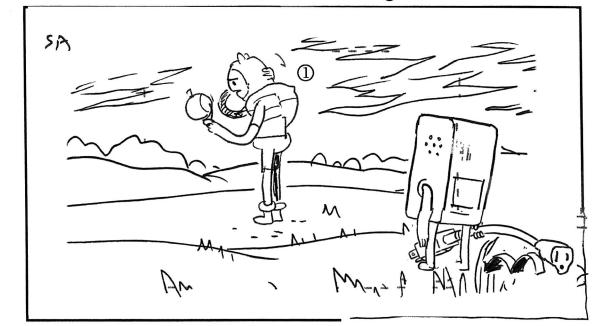
day nigi

236

034-

EPISODE #





Dialog:

Maybe I take a lot of people in \_F: You know?

my life for granted..

Action:

-F. RUBS THE BACK OF HIS HEAD.

- BMO WALKS ON/S,

37

Timing:



Page 76

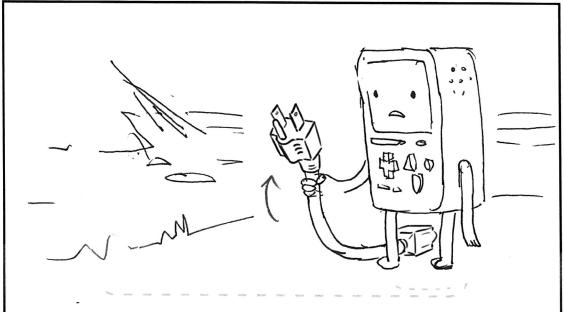
Sc. 46 Pnl. ₽ Bg.

Sc. 46 day night

Pnl. B

Bg.

day night



BMO/ PTSH. Talking to inanimate objects.

emo/ Get a load of this guy!

**Action:** 

D:-!---

HOLDS UP DANDELION - BMO

Timing:



Production:



Sc. 47 Pnl. A Bg.

Sc. 47 Pnl. BBg. day night SIA



J/ Hmm-mm-mmmmm J]

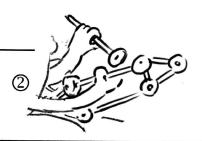
B059s006\_865 J: + craft supplies — = Yawn =

#### Action:

J playing w/ tinkertoys

- FINN WALKS IN

Timing:





Page <u>78</u>

Sc. 47 Pnl. C Bg. day night

Sc. 47 Pnl. D Bg. day night

Dialog:

I Hey, man. You're still up?

F/Yeah... I'm afraid of having another scary guilt dream.

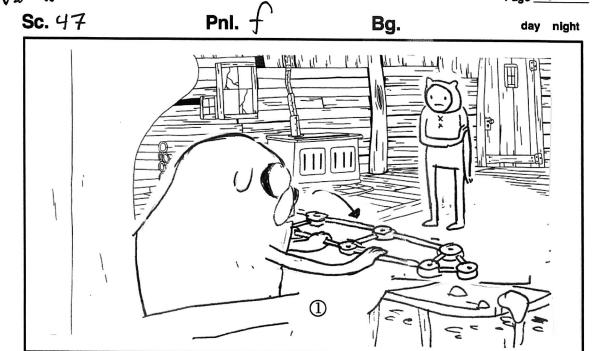
Action:

Timing:

Production:



Sc. 47 Pnl. e Bg. day night



7/11		
7111	mmm	٠.

J: Okay then! Let's stay up! We can put on some uptempo music, and I'll set you up with a brainy modern videogame!

Action:

Timing:





Sc. 48 Pnl. A Bg.

Pnl. b Sc. 48 Bg. day night

Dialog:

J/Here you go buddy, have some tea! I/ Thanks.

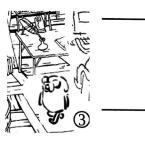
Action:

-J. WALKS ONIS.

-J. LYANDS CUP TO FINN, CONTINUES OFFIS

Timing:





S 0 EPISODE #



Page 8

Sc. 49 Pnl. & Bg. day night

y night Sc. 49

49

Pnl. b

Bg.

day night



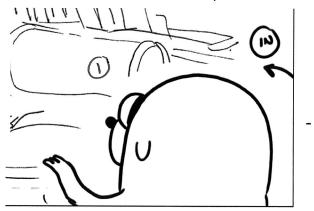
EPISODE #

Dialog: Il This'll be fun!

Action:

Timing:

I/ Like the opposite of a

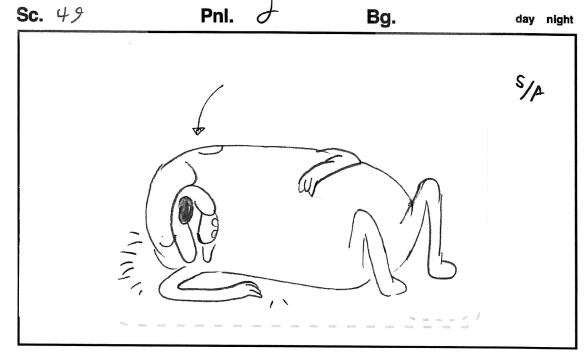


ON/S + SITS ON A CUSHION.





Sc. 49 Pnl. C Bg.



Dialog:

J/And I'll stay up with you all night if youZZZZZZZZZZZZZZZZzzzzzz

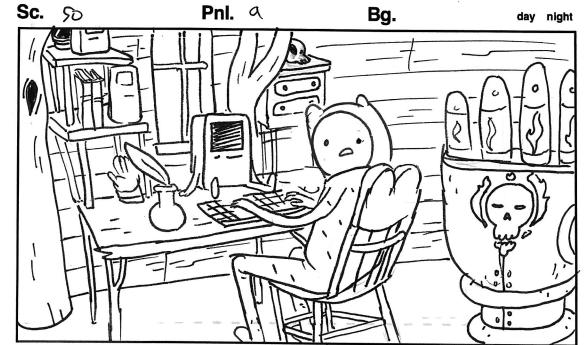
**Action:** 

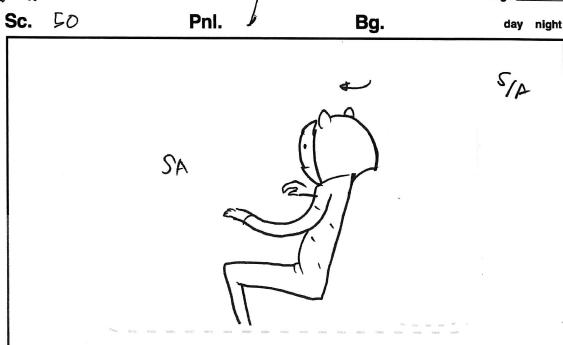
Timing:

Production:



day night





I)	ıa	

E: Hmm ...

Actio

Timing:

Production:



Page 84

Sc. 5( Pnl. A Bg. day night

Metaphor Temple by Charlie Fight the Demon Queen!

You're worried about your brother

Metaphor Temple You kick open the chest. It's a trap! You're worried about your brother

Dialog:

F/ You kick open the chest. His a trap! " E: "You've awakened the Demon Queen!"

Action:

Timing:

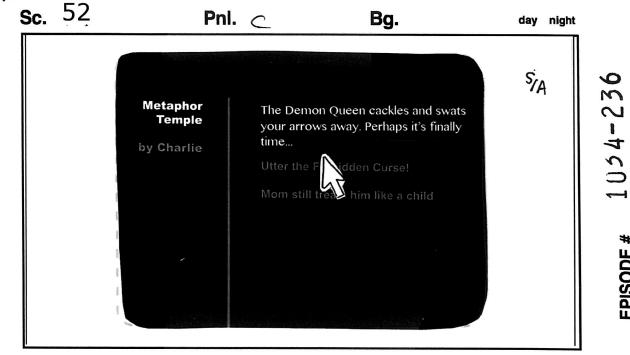
NB- this is a Twine game made in the default Sugarcane settings- the hyperlink text is blue the font is Arial Bold. I Photoshopped — both these screens if you just want me to send them to someone.

EPISODE # 1054-236



No Sc 53

52, Pnl. Bg. Metaphor You kick open the chest. It's a trap! **Temple** You've awakened the Demon Queen! by Charlie Fight the Domon Queen! You're work about your brother



Dialος					
ŧ/	I	fight	the	Demon	Queen!

SFX/Mouseclick

F: "The Demon Queen cackles and swats your arrows away!"??

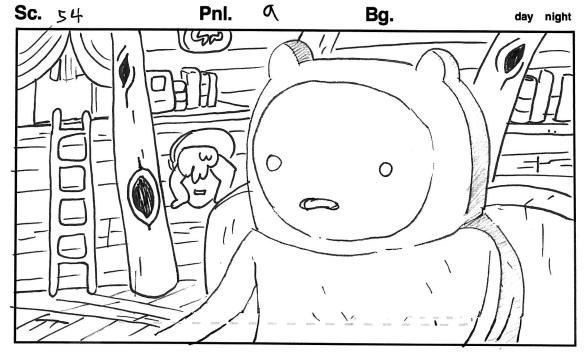
Timing:

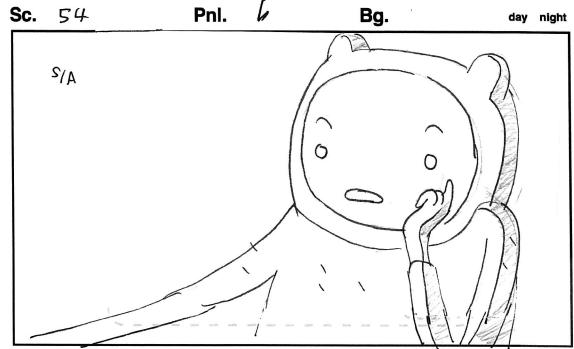
Action:

Production:



Page 86





Dialog:

E: Dang,

F. Modern games are so intense!

Action:

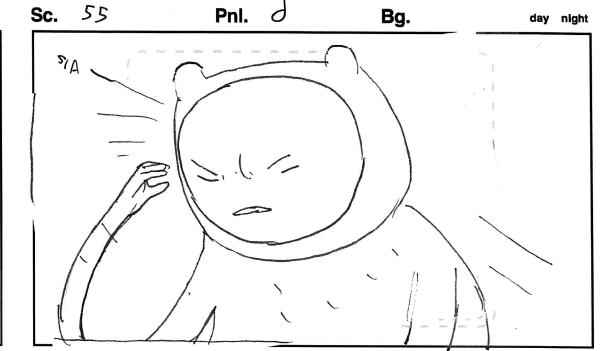
Timing:

Production:



Page 8-7

Sc. 55 Pnl. C Bg. day night



Dialog:

E: How do I check my stats?

SFX/ Telepathy??

Timing:

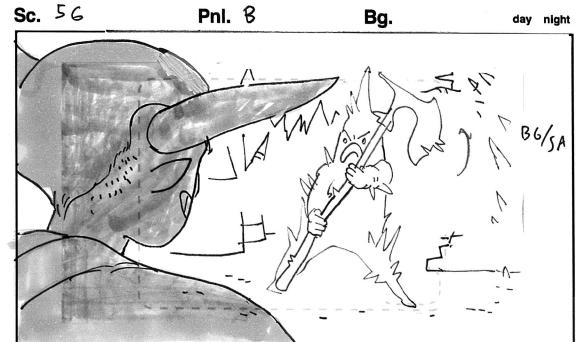
Production:

3



Page 88

Sc. 56 Pnl. 🔼 Bg.



Dialog:

SPIKY GUARD/

Lady, you can't come in this bank! So: My whole job is you can't come in this bank!

**Action:** 

Timing:

Production:

23

034-

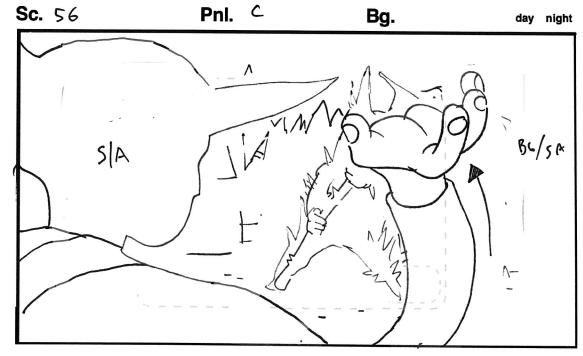


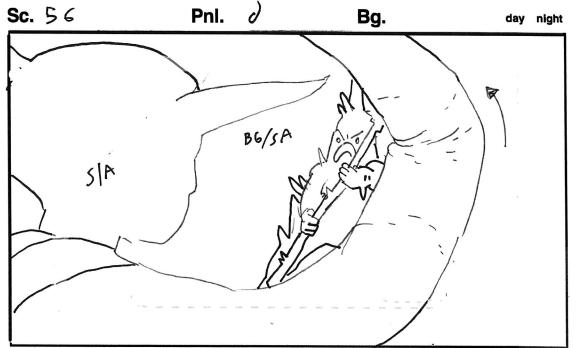
Page 89

23

034-

EPISODE #





Dialog:

Action:

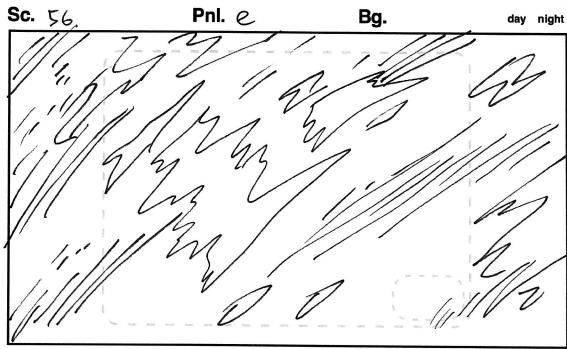
BP reaches back—

-grabs sword-

Timing:



Bg. day night



Sc. 56 B6/5A

Dialog:	
SF4/ [ ] / / /	MAGGGGG
(1)HHH	1V/V//V/26666
00/1///	(sword sfx)

**Action:** 

- Cam rests on spiky person with missing arm

Lamera from this point on is kind of "driffy"

because the sword is being held

Timing:

Production:

3



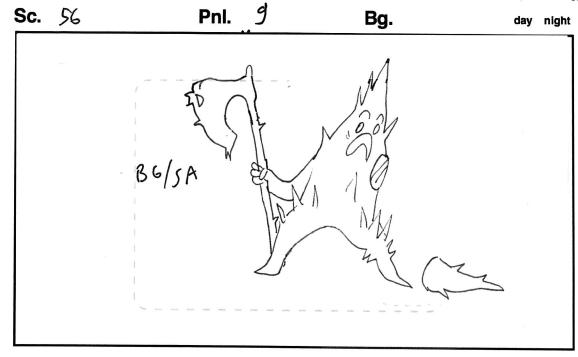
Page 9

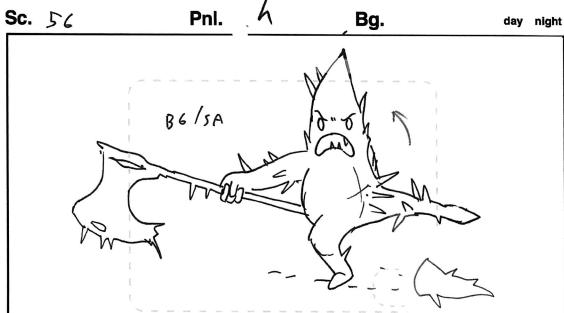
3

2

1034-

EPISODE #





Dialog:

SE/SPIKE 15/?

SG: Oh it is ON!

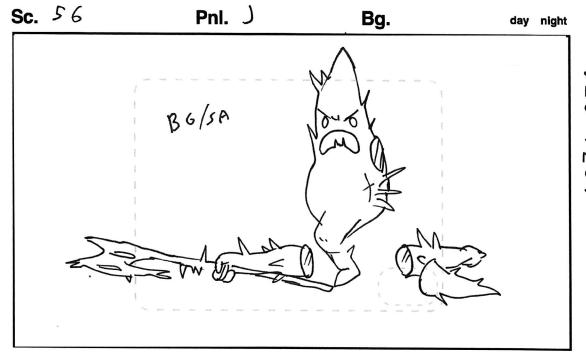
Action:

Timing:



Page <u>92</u>

Sc. 56 Pnl. Bg. day night



PISODE #

Action:

Timing:



Pnl. K Sc. 56 Bg. 2211111

Sc. 56

Pnl. Bg. day night

Dialog:

S6: 00F/

Action:

-SPHKY GUARD FALLS OVER .

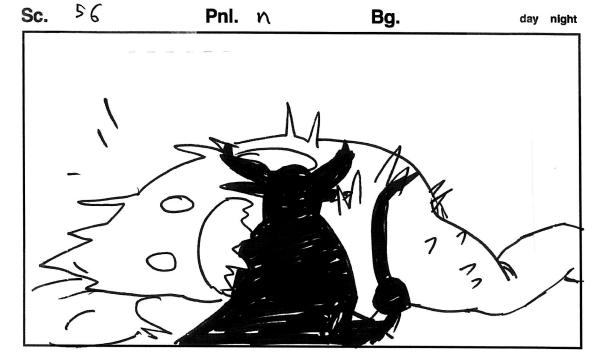
Timing:

Production:



Page 94

Sc. 56 Pnl. W Bg. day night



Dialog:

Se Wait - DON'T KILL ME!

56: I'VE NEVER KNOWN true love

Action:

- SHADOW OF BANDIT PRINCESS ANIMATES ONTO SPIKY GUARD.

Timing:

Production:

23

03

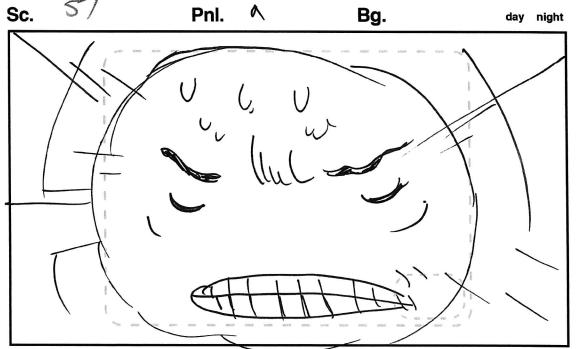


Page 94 A

Sc. 56

Pnl. b

Bg. day night



Dialog:

3 SHHHHHHH11/1/11/66

Action:

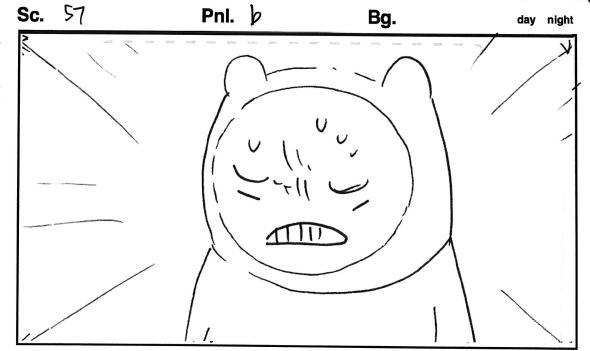
QUICK CUT-

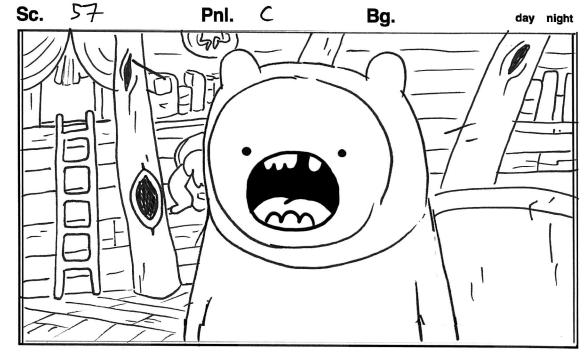
Timing:

Production:



Page 95





F/AHH!

Action:

- AND Z/O ON FINN'S FACE

Timing:

Production:



Sc. 57 Pnl. A Bg. day night Sc. 57 Pnl. Bg. day night

Dialog:

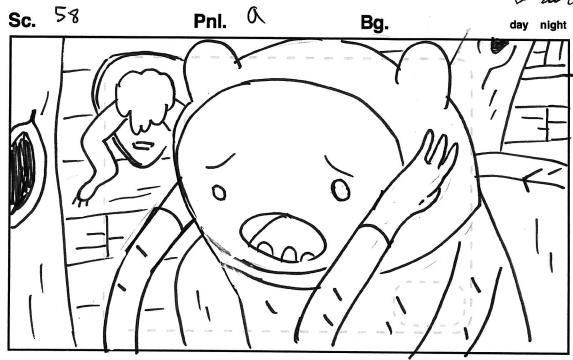
E'-Oh my glob!

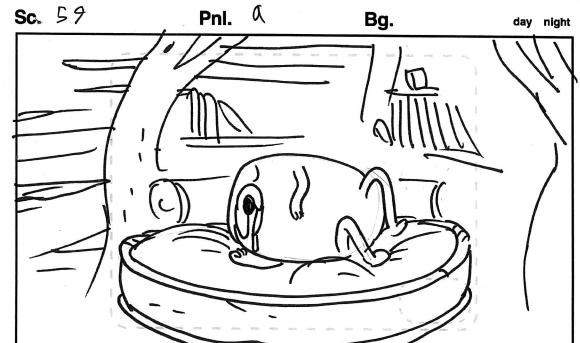
Action:

Timing:



Page 97





Dialog:

I/I wasn't even asleep that time!

F/JAKE!! I/2222222222

Action

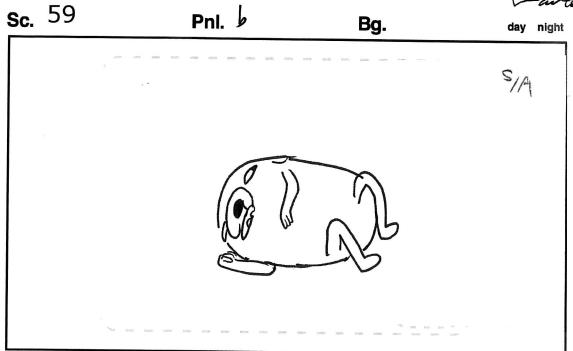
Timing:

Production:



No Sc 60

day night



Pnl. 🔍 Sc. 61 Bg.

Dialog:

\*/ I think Finnsword is trapped in the village of spikey people!

- F, RUMMAG ING.

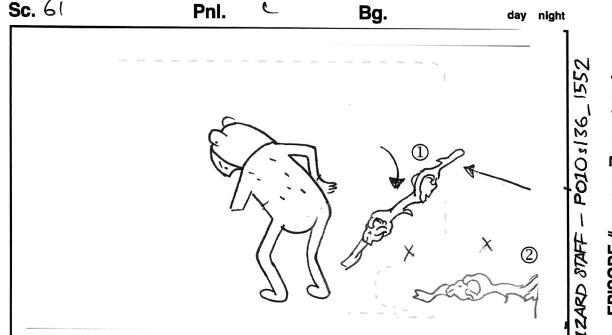
Timing:

Production:



Page 79

Sc. 6( Pnl. Bg. day night Sc. 61



Dialog:

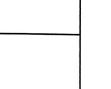
F/We gotta go rescue him! —

SFX/Clanging, rummaging

Action:

-F. Tosses

Timing:





100 Sc. 62 Pnl. A Bg. Pnl. Sc. 63 Bg. day night Dialog: I/ Wha? Why come you know that??

F/I told you 
sex/More changing (start pose) Timing:



Next Pg103

Page\_\_lo

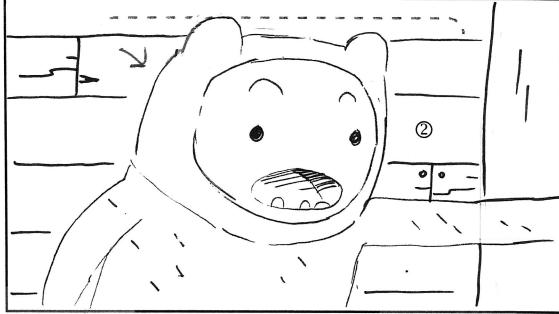
Pnl. Sc. 63 Bg.

Sc. 64

Pnl. 🔨

Bg.

day night



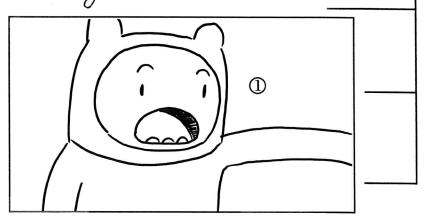
Dielea	13 Telepool	193		
	Die	ı١	~	

F/ That sword is me,

E: He's been sending me psychic Finn-mails of sadness and fear!

Action:

Timing:



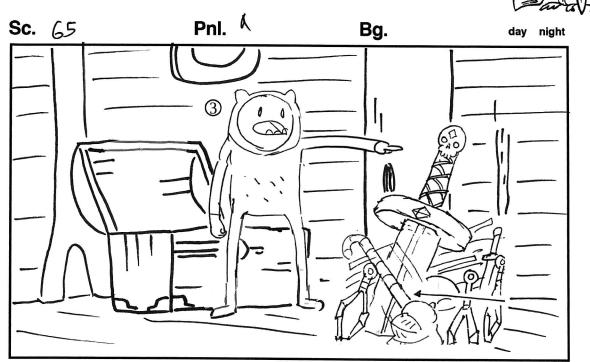
Production:

2

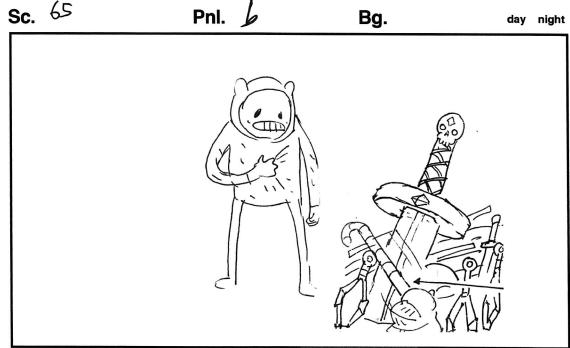
0

**EPISODE**#

Page \ 63



**ADVENTURE TIME** 



Dialog:

To my Finn box. WE GOTTA GO SAVE HIM

IT'S REALLY IMPORTANT

TO ME!

E: AAHHHH -

Timing:



- FINN GRAGS PJS.



Page 104

Sc. 65

Pnl. C

Bg.

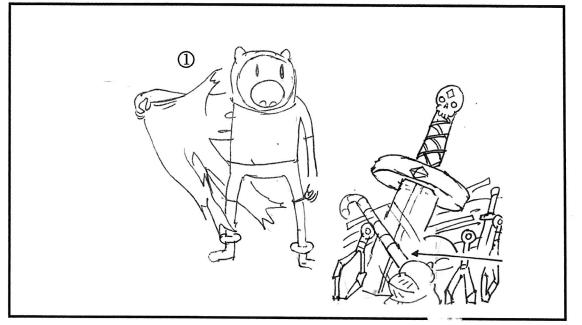
Sc. 66

Pnl. A Bg.

day night

2 034-

**EPISODE** 



**ADVENTURE TIME** 

Dialog:

E-AH!

Action: -F. RIPS OFF PJS. He's wearing his normal doller unterenth

Timing:

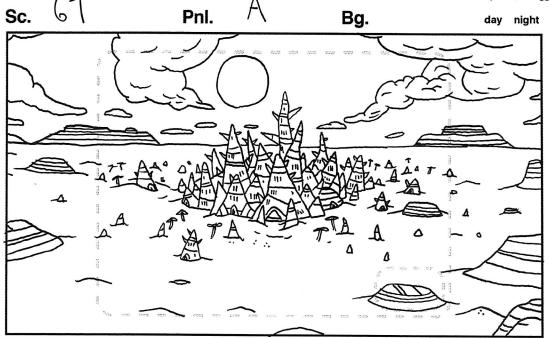


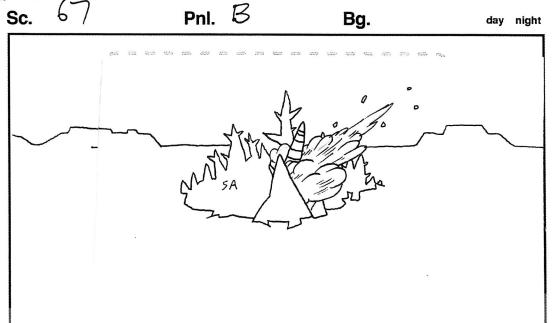
#Whoa- do you ever take those off?



Prev Pg104

Page \_\_\_\_





Dialog:

SFX: \*BOOM!\*

Action:

-spittey town est. shot

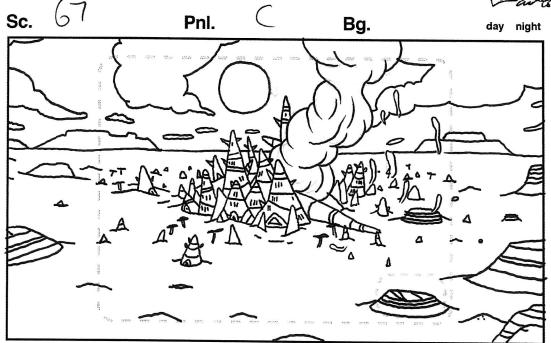
Timing:

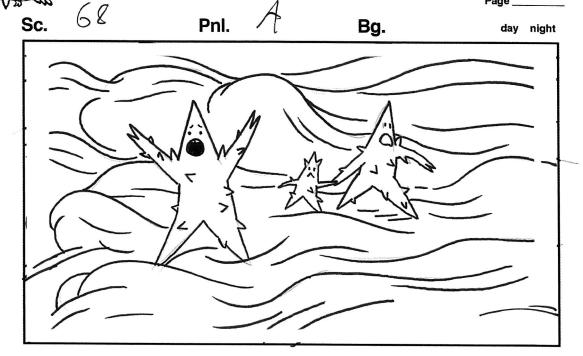




Production:







Dialog:

PEOPLE: [screaming spiky people WALLA]

Action:

- smoke rises

Timing:

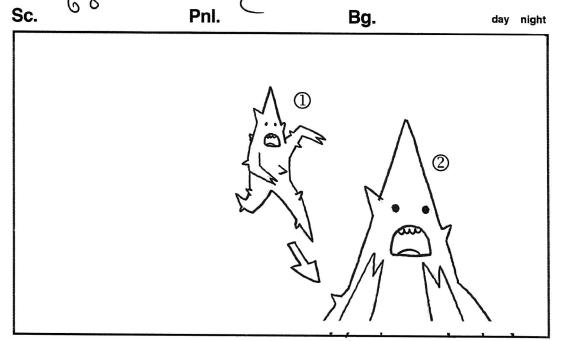
Production:

2



Page 108

Sc. 66 Pnl. Bg. day night



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•	n	ia	lo	~	
	u	ıa	ľ	ч	•

PEOPLE: [Screaming spiky people WALLA]

spike person 1/OOh Glob what happened @ to my peace full world??

Action:

-SPIKY PEOPLE RUN IN DIFFERENT DIRECTIONS.

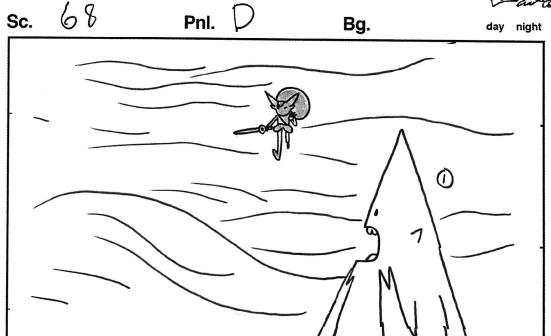
- SP#1 RUNS INTO FOREGROUND.

Timing:

Production:



Page 109



Sc. 68 Pnl. Bg. day night

Dialog: 5P1/0 It's nacho Island tuesday!

(Dicoughi

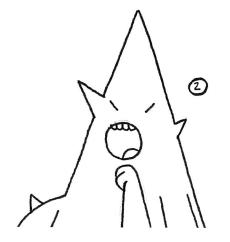
SP1/ Nacho bros!

Can you hear me?

Action:

- SP # 1 LOOKS AROUND -SILHOUETTE OF BANDIT PRINCESS APPEARS IN SMOKE

Timing:



- BP WALKS FORWARD
- SMOKE STARTS DISSIPATING

Production:

236

34



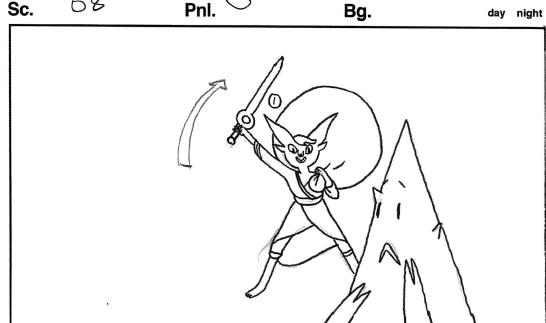
Page 110

2

03

EPISODE #

Sc. Pnl. Bg. day night



Dialog: 5p#/ It's Kurt! Nacho bros!

Finn Sword / STOP!

- BP RAISES SWORD.



2000

\_

Action:

Timing:

#2015 This material is the Property of T

Dialog: SP1/ AIEE!

Action:

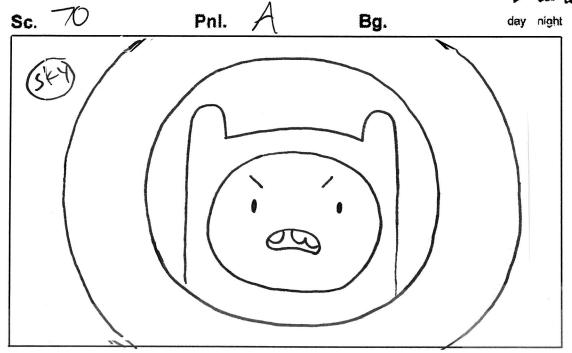
-SP #1 RUNS OFF/S -B.P. LOCKS AT SWOND HILT.

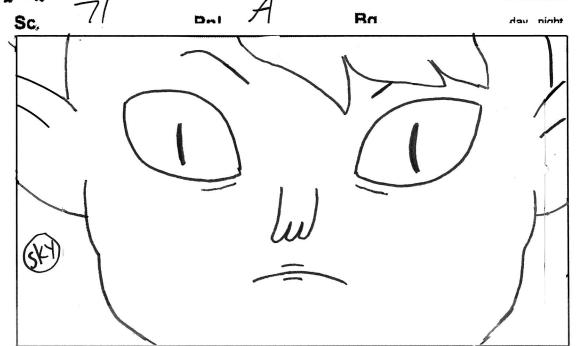
Timing:

2

3 0







Dialog:

FS AKA "Finn Sword"

FS/AKA "Sick of your

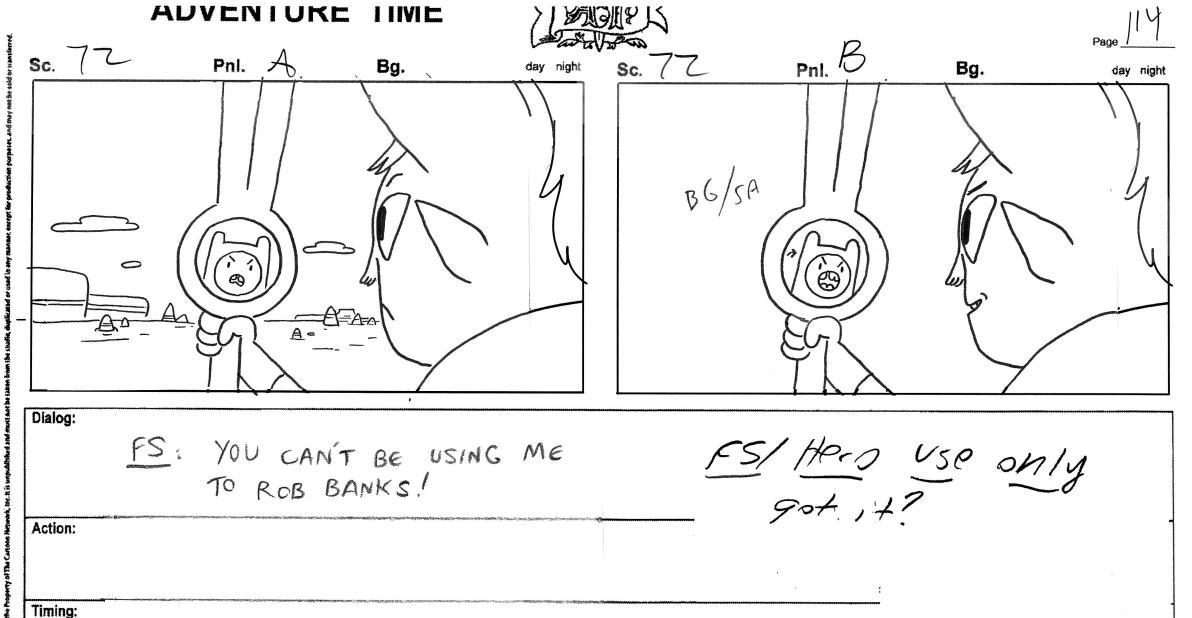
Non-irie antics!"

Action:

Timing:

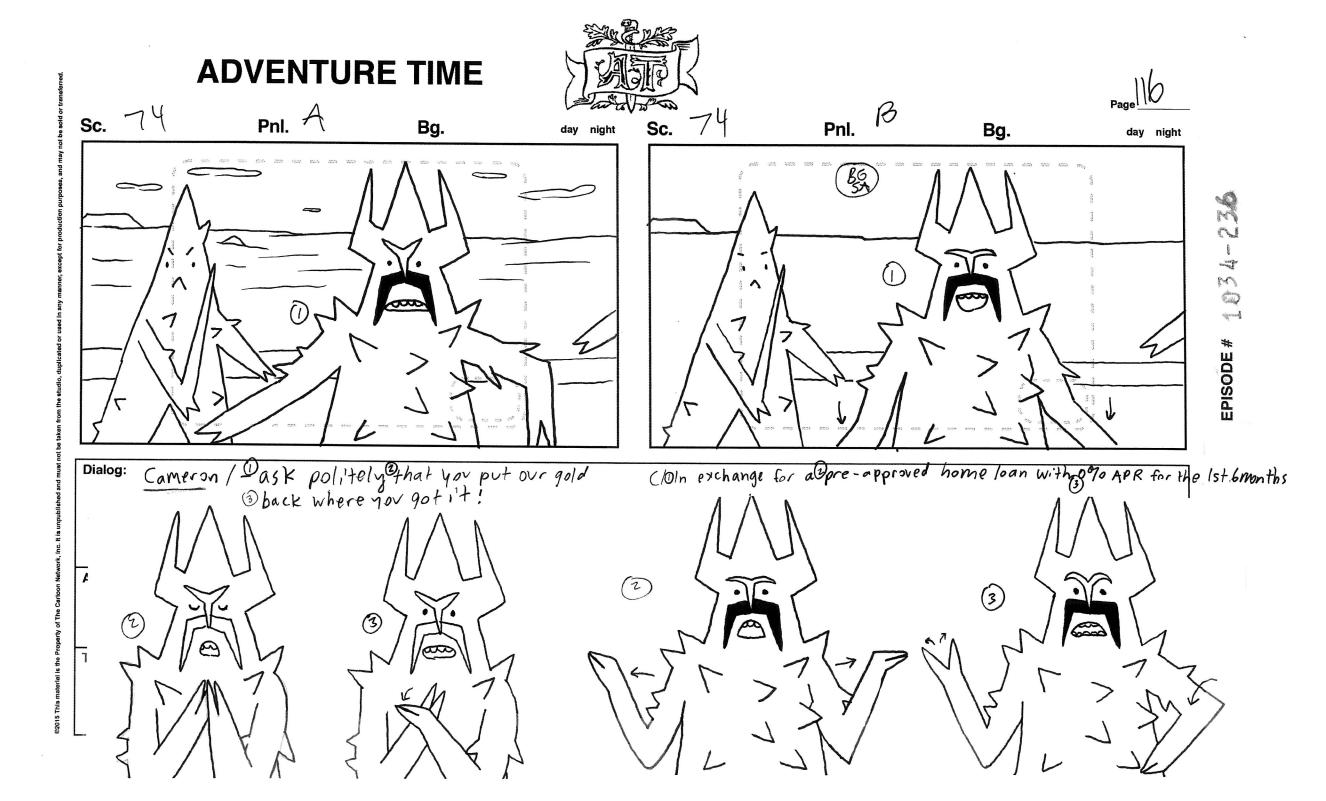
Production:

034-236



## **ADVENTURE TIME** 73 Pnl. Bg. EPISODE # Cameron/ Bandit Princess! Dialog: Cameron 10 I, cameron Mayor of Spiky Village, 3 along with the trustees of Spiky Village Bank... Action: - BP LOOKS BACK,

Timing:



3

EPISODE #



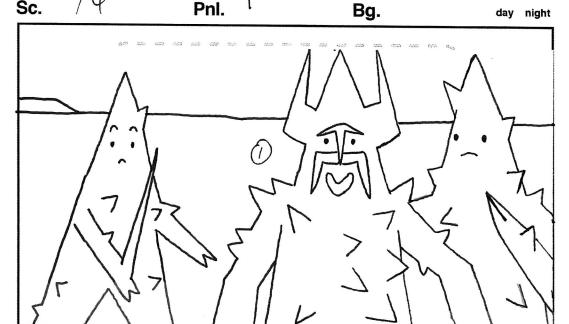
Page | | 8

236

1034

EPISODE #

Sc. Pnl. Bg. day night



Dialog:

Ruby G/ (whisper whisper)

Carmen Oyor Know what Bt just spoke to Ruby G who owns the bank and he said that

Action:

-RUBY G WHISPERS INTO

Timing:



Sc. 74 Pnl. G Bg. Pnl.



Dialog: c/ (cont) We can cut you a bigger break on that loan I means pft =

C/ How bout we cut you a break, huh?

Action:

Timing:

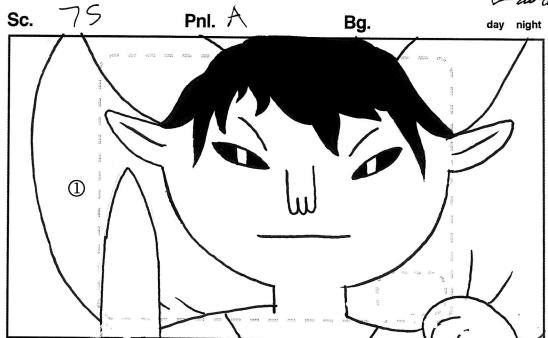


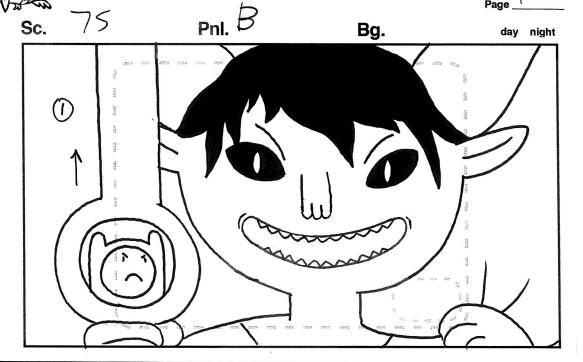
Ook course tight?

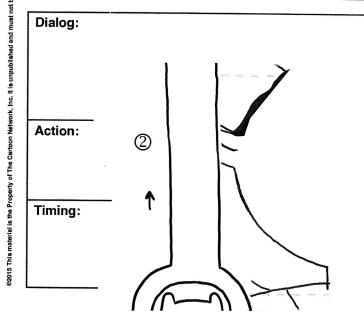
-C. slowly lower arms as he loses his nerve



Page | 20







- Bandit Princess raises

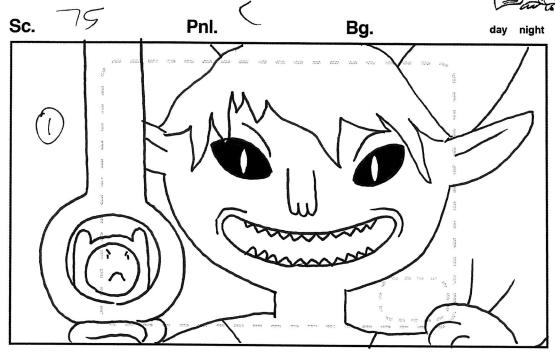
Finnsword (Finnsword yells over

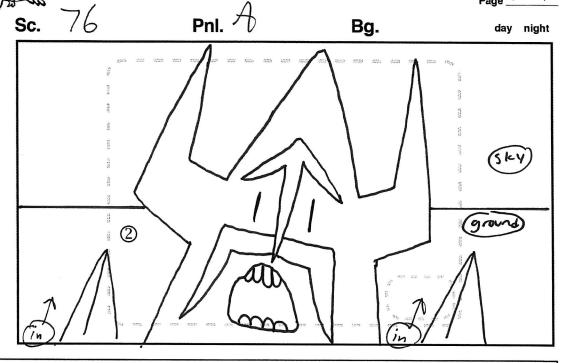
BP's laughing

EPISODE#



Page Z





Dialog: BP/ I'll be cutting and breaking YOU MR. MAYOR!! Hehehe!

C/OOHNO I'M TOAST®AI€€€!!

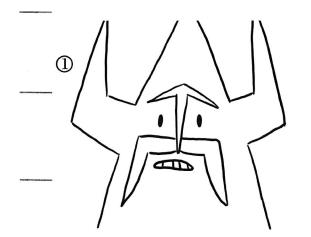
Action:

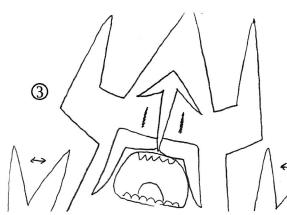
(2)

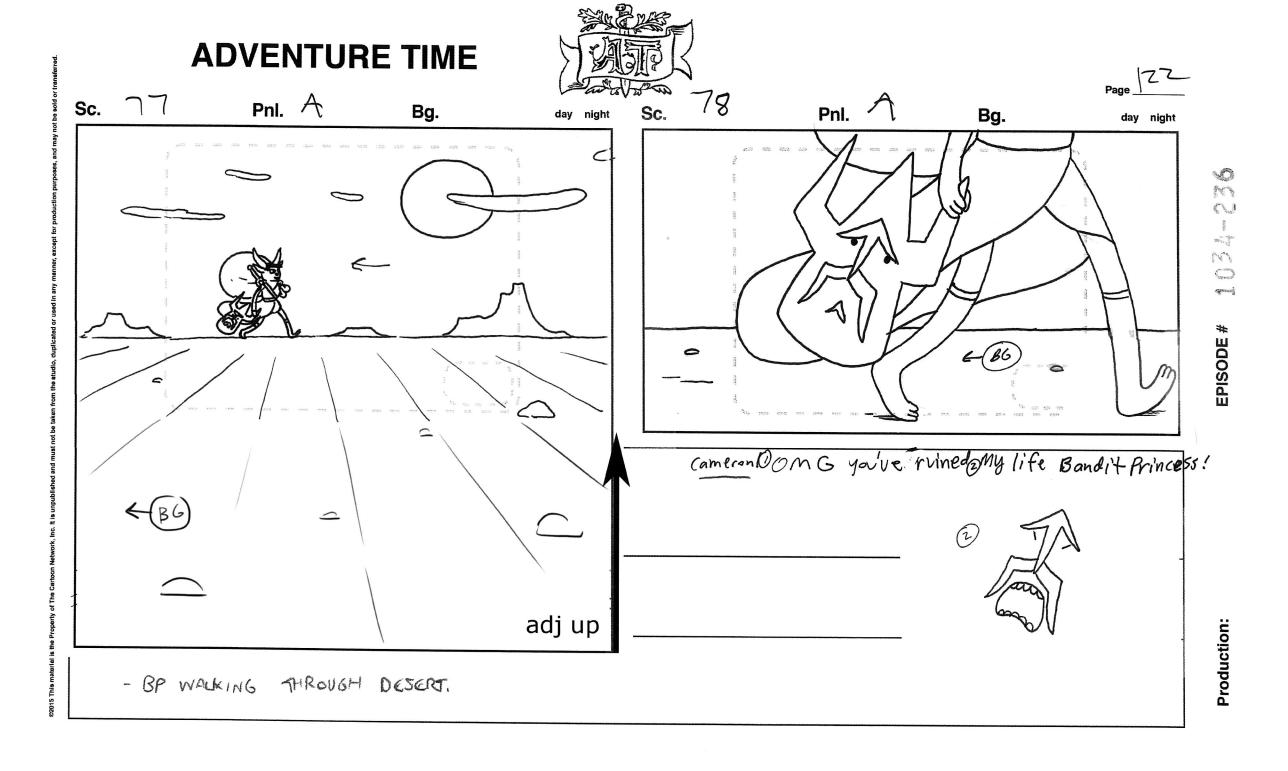
Timing:

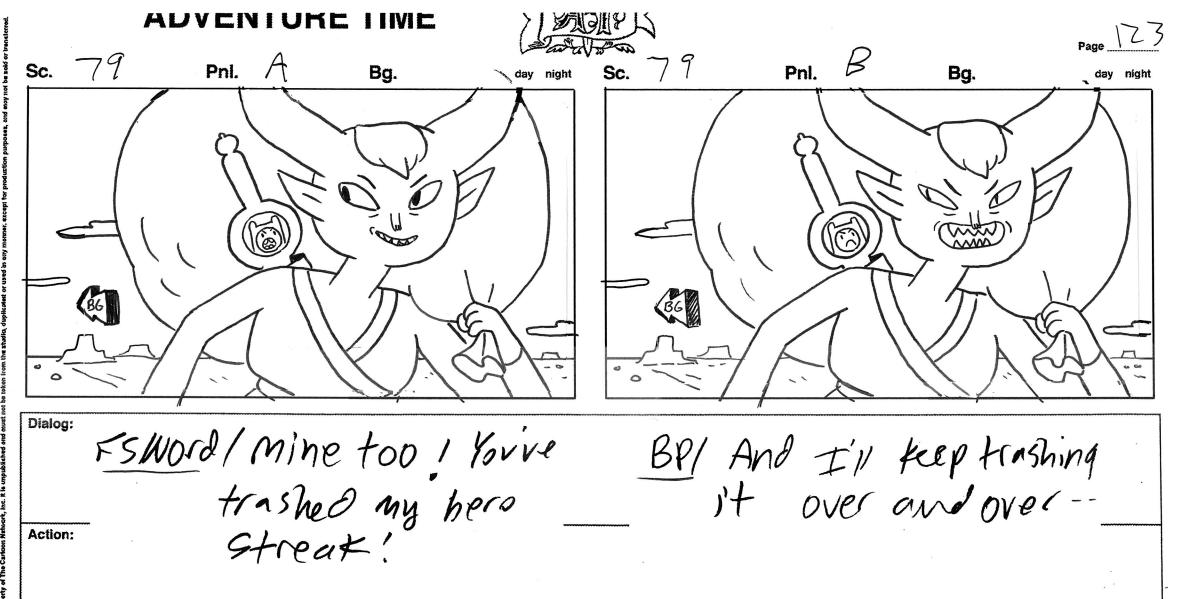










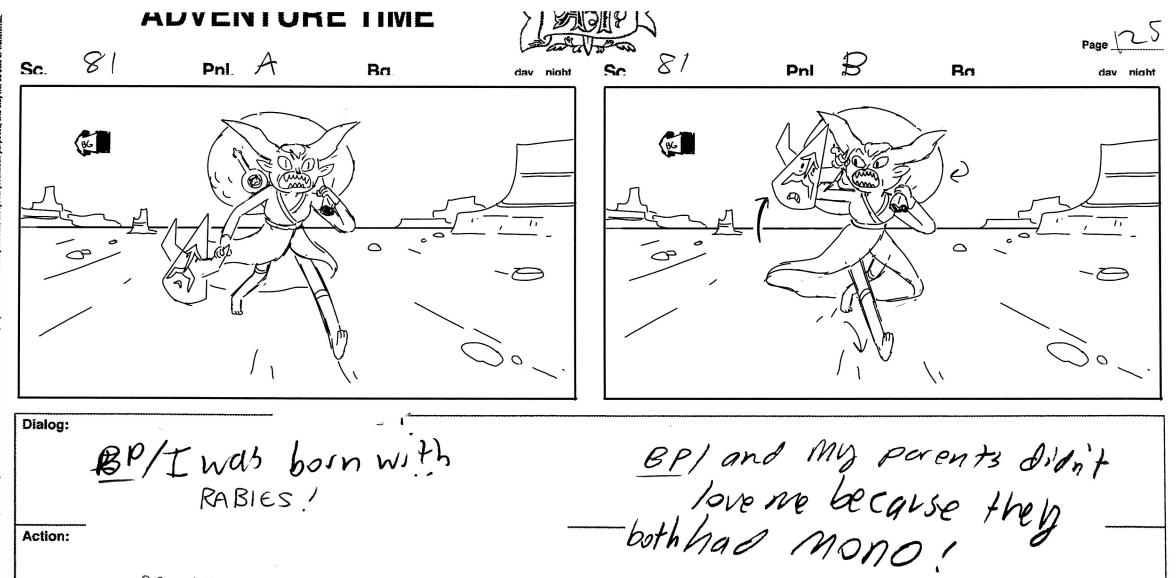


Timing:

. \*

1034-236

EPISODE #



BP/I was born with RABIES!

Action:

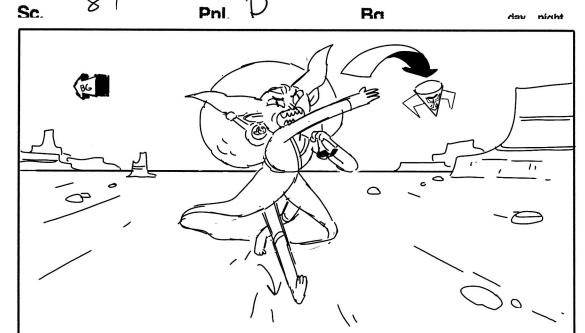
-BG ANIMATES.

Timing:



Page | 76

Sc. 8 Pnl. Ra day night



Dialog:

BPI so now I do stref like this! HAHA!

BP:

HAHA!

Action:

- BP THROWS CAMERON INTO THE DISTANCE.

Timing:

Droduction

2

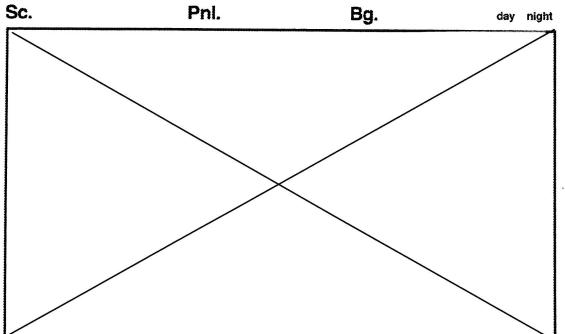
4

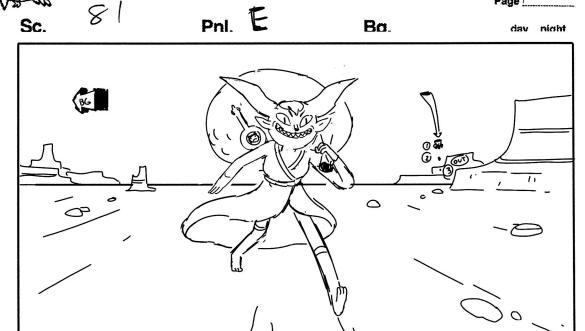


Page 26 A

034-236

EPISODE #





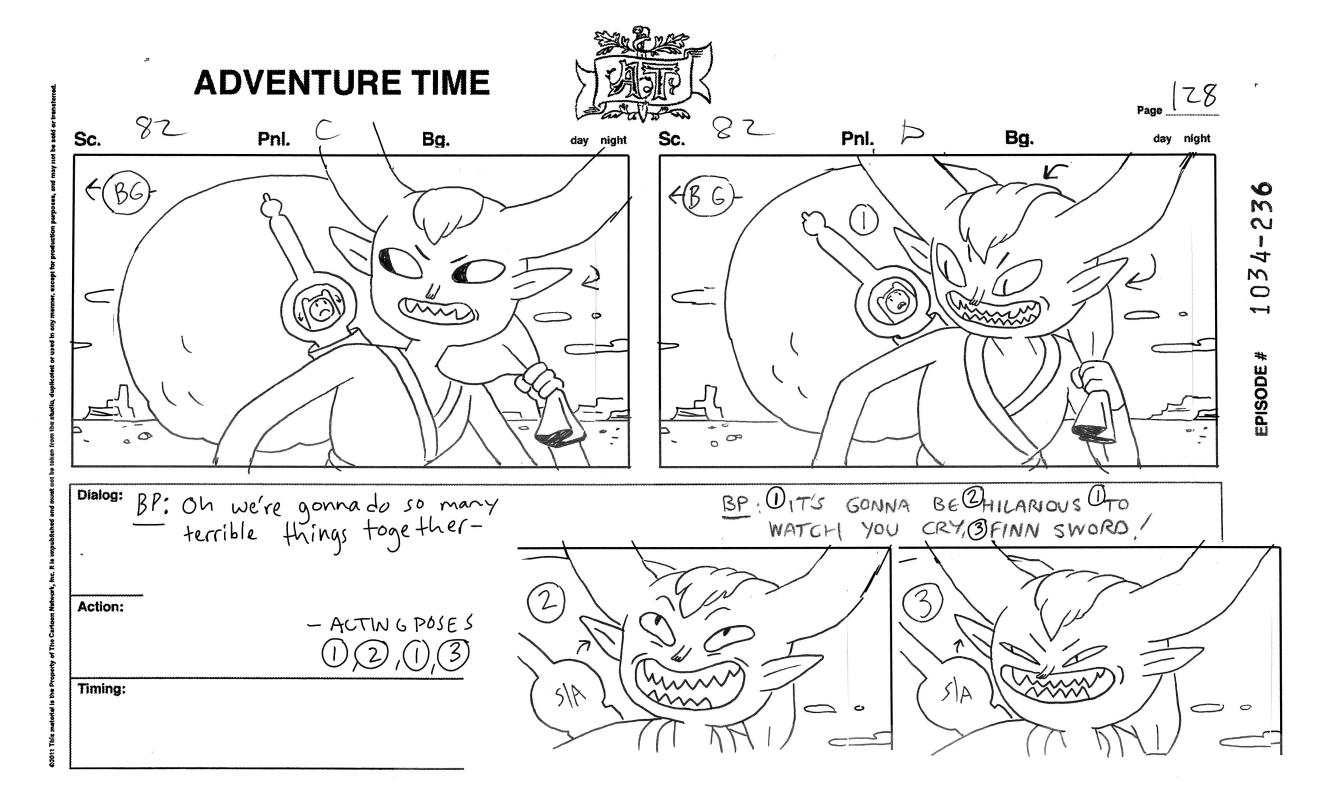
Dialog:

cameron/AAA call my Wife!

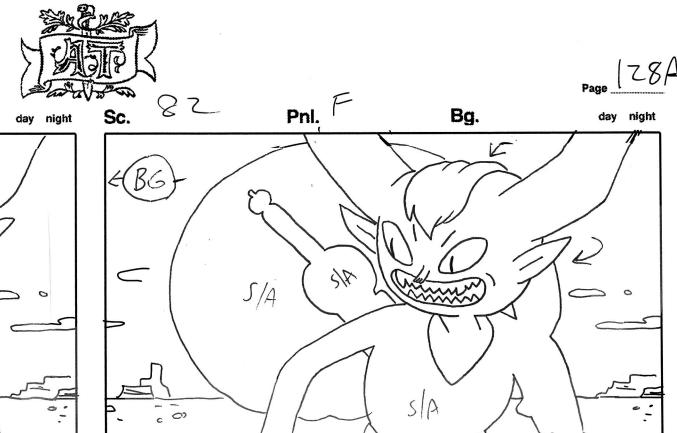
Action:

Timing:

EPISODE # 1034-236



## **ADVENTURE TIME** 82 Pnl. E Bg. Sc. SIA 5/A Dialog: BP: CRY AS YOU END LIVES AND Action: Timing:

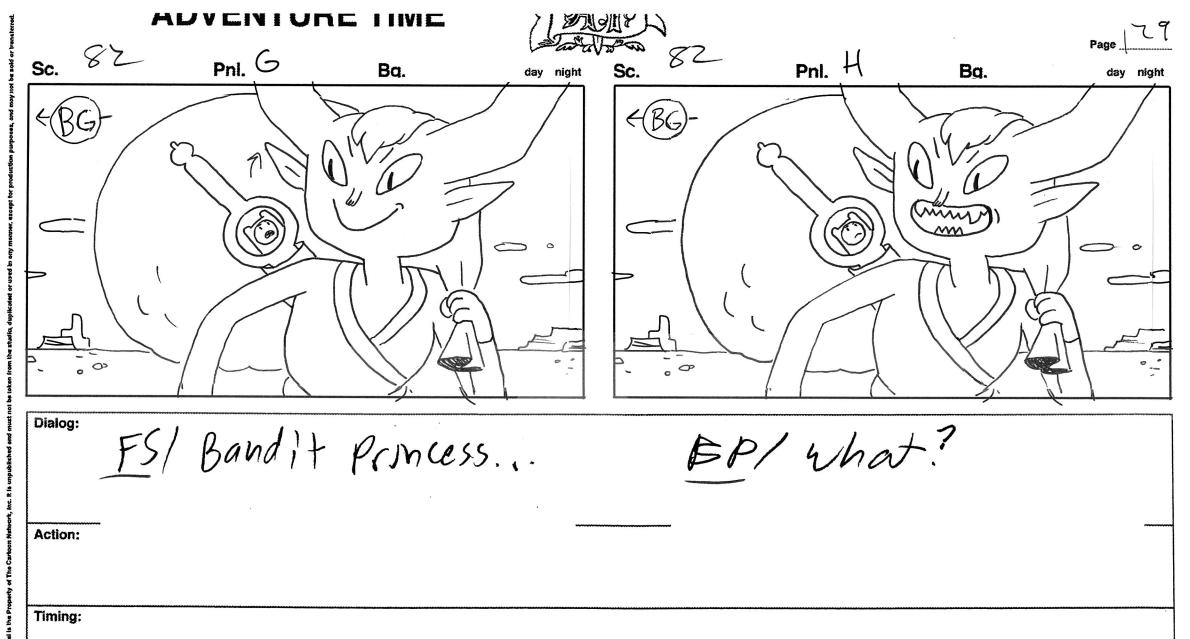


034-236

EPISODE #

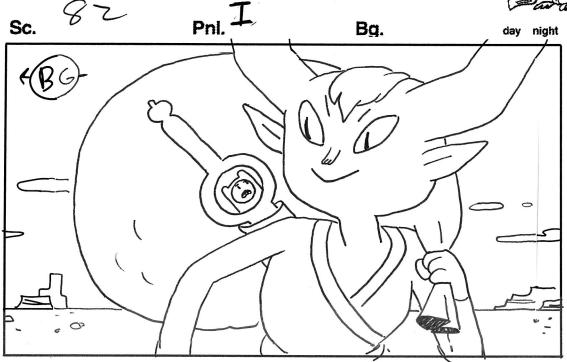
BP: STEAL FROM THE WEAK!

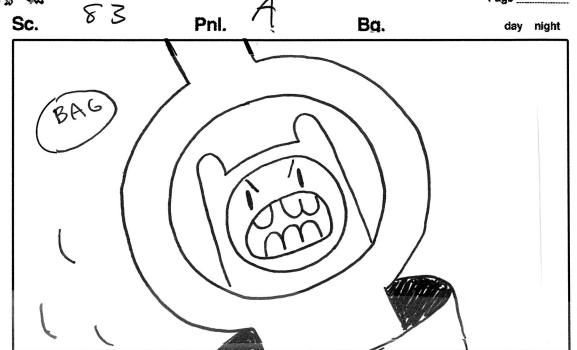
63011 This material is the Property of Ti











FSI F don't son this very often

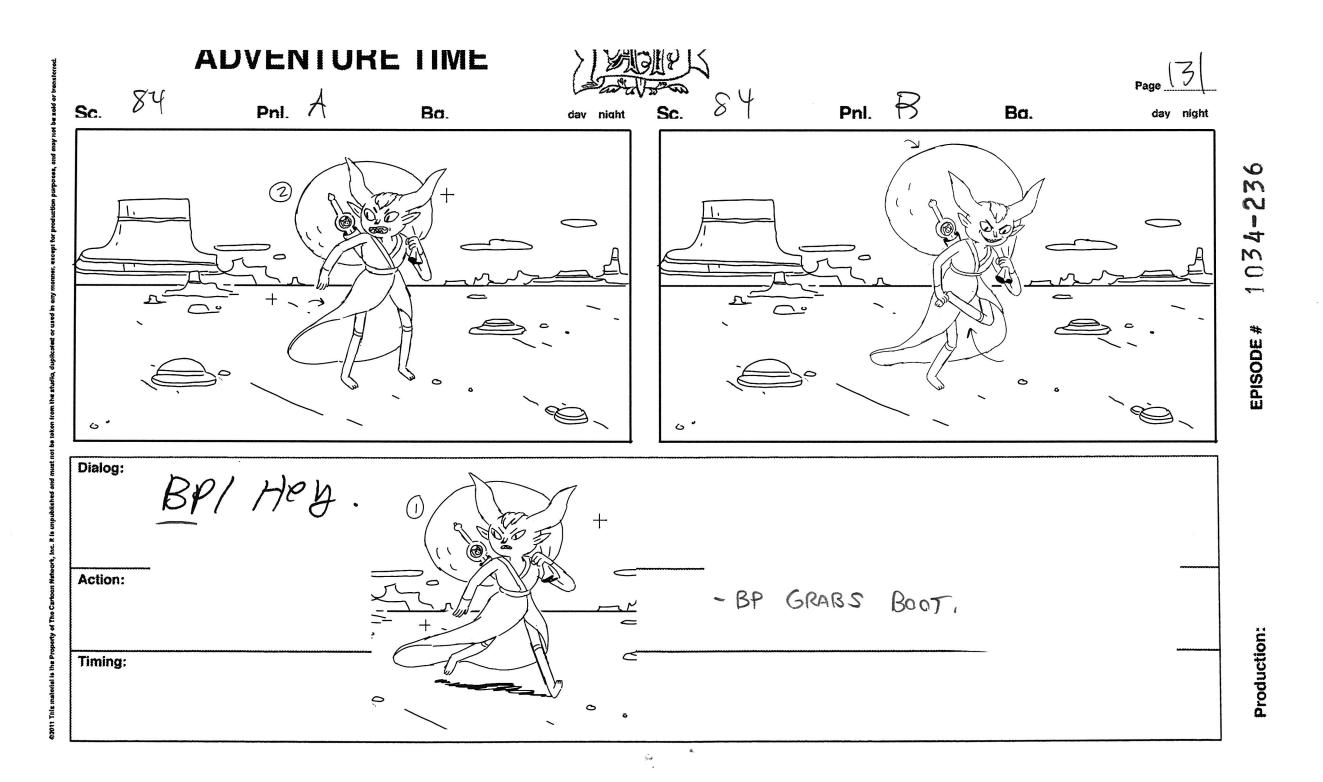
FIND A WAY,

TO KILL YOU!

Timing:

Action:

63011 This material is the F



Production:

034-



Page | 37

Sc. 84

Pnl. E

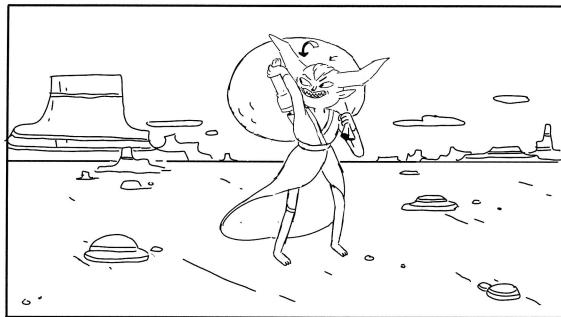
Ba.

dav niał

Sc. 84

Ba

dav r





Dialog:

BPITake a time out dude.

BPI we got a lot of lives to rvin!

Action:

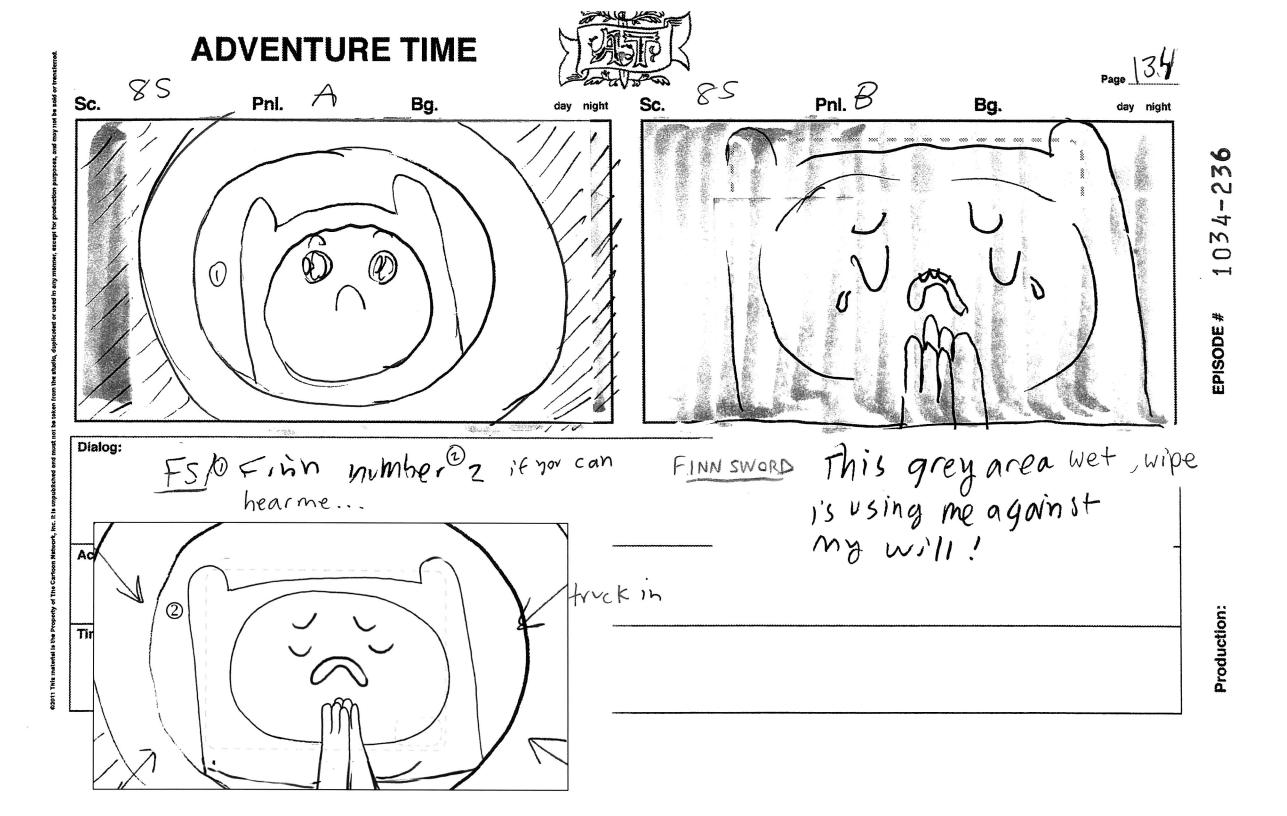
- BP PUTS BOOT ON SWORD HILT.

Timing:

Production:

34

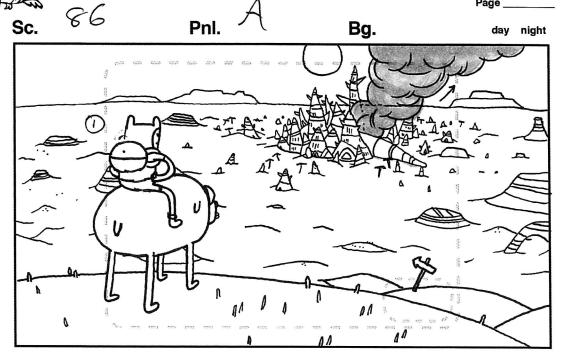
23 4-03 EPISODE #





135

Sc. Pnl. Bg. day night



Dialog: FS/ Please find me soon!

Finn sword (05) / "Find me, and use me to slay this bleeble"

-FINN SCANS THE LANDSCAPE

Timing:

Action:

@2015 This material is the Property of The Cartoon Network, Inc

Production:

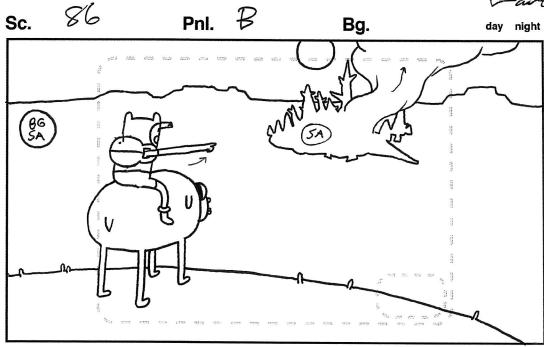
-236

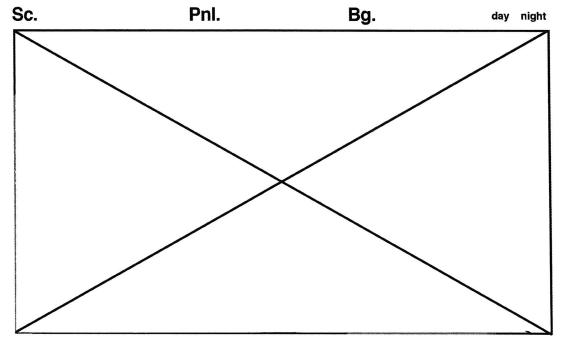
4

103



Page 136





Dialog: Finn/That's what I saw in my vision!

Action:

-F. POINTS TO SPIKY TOWN.

Timing:

Production:

2

3

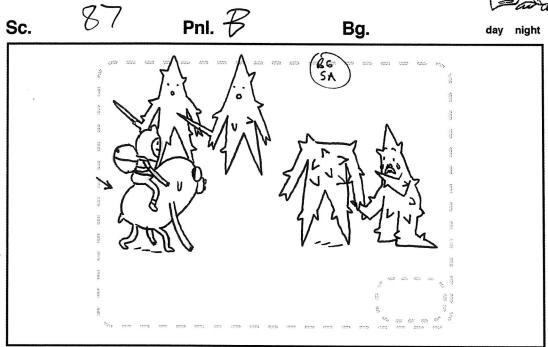
2

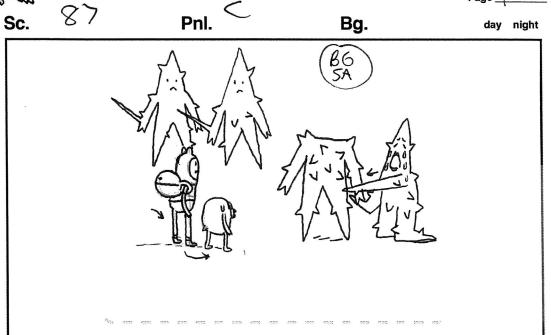
03

EPISODE #



Page 38





Dialog: Sharon/ Finn and Jake	Dialog:	J 1101 41 1	Finn	and	Jake	
-------------------------------	---------	-------------	------	-----	------	--

5/ You've come in my time of need!

Action:



Timing:

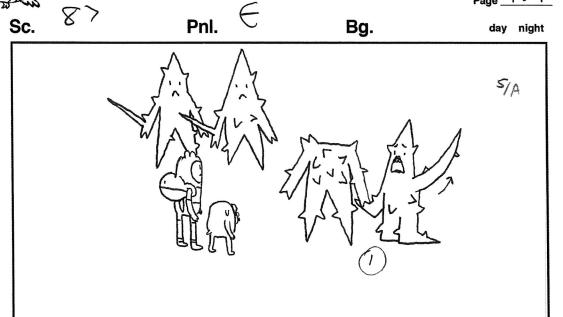
3

**EPISODE**#



Page 139

Sc. 87 Pnl. Bg. day night

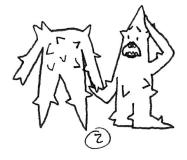


Dialog: Finn/ Sharon, what is going on here?

Sharon () A princess of bandits stole our 2 gold reserves!

Action:

Timing:



Production:

S

034

1034

**EPISODE**#

23

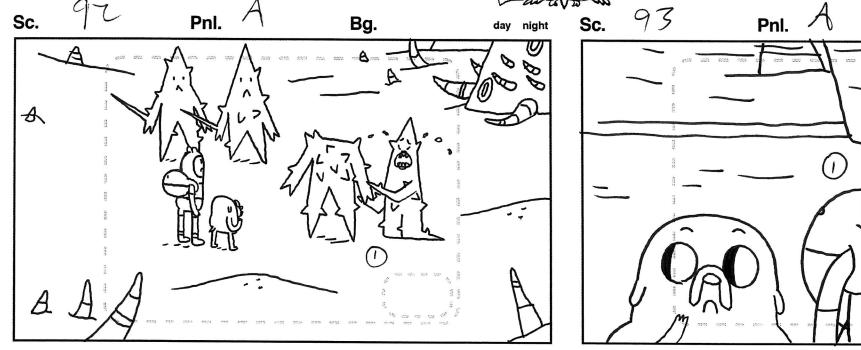
4-

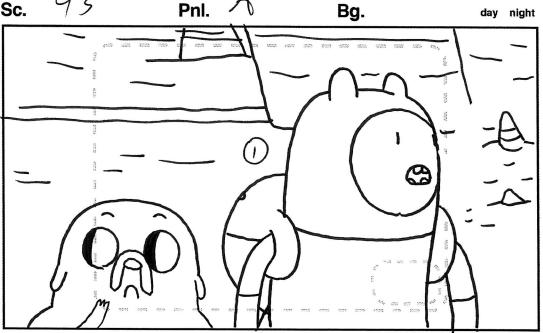
03



1034-236

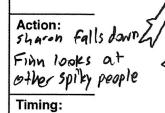
EPISODE #

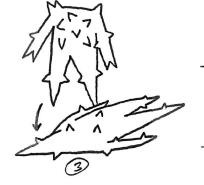


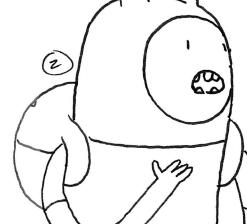


Dialog: Shoron/ > BWAW HAW HAW &

Finn Olov guys got swords Dwhy didn't you do anything?

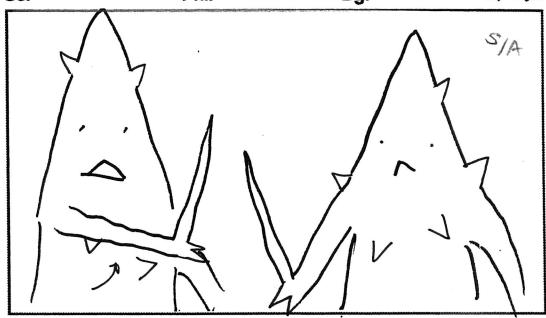








94 Pnl. Pnl. B Bg. Sc. Bg.



Dialog: SPIKY 12/ Well this isn't a Spiky 13/ Sword, it's a MASSIVE HANGNAIL.

I GOT ONE TOO!

Action:

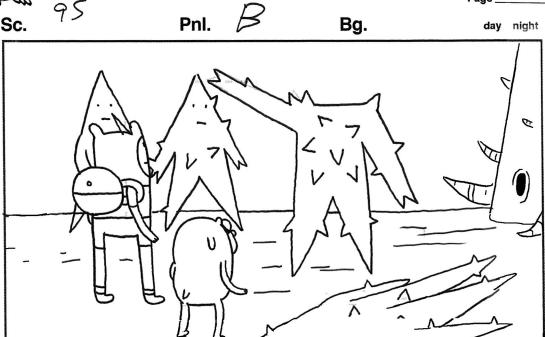
- SPIKY PERSION #3 LIFTS HAND.

Timing:



144

Sc. 95 Pnl. Bg. day night



Dialog:	Finn/	Can	non	hearme	Mr.	May	00	7
---------	-------	-----	-----	--------	-----	-----	----	---

Action:

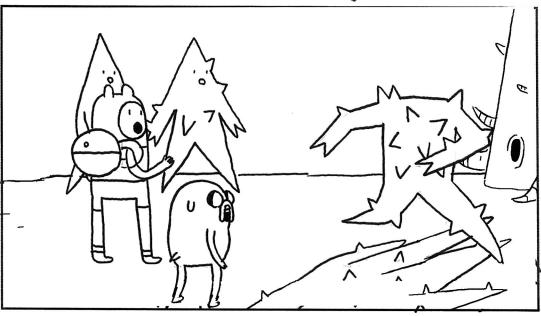
- CAMERON RAISES ARM.

Timing:

Production:



95 Pnl. Sc. Bg.



Bg.

Finn/ Can you sease where this Bandit Princess took your head? Dialog:

F+J+Spiky1+Spiky2/ WOAH!

Action:

- CAMERON RUNS.

Timing:

Production:

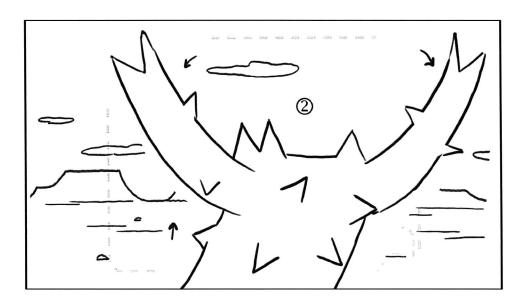
034

EPISODE #



Page \_\_\_\_\_\_ / 4 7 A

Sc. Pnl. B Bg. day night



Dialog:

Action:

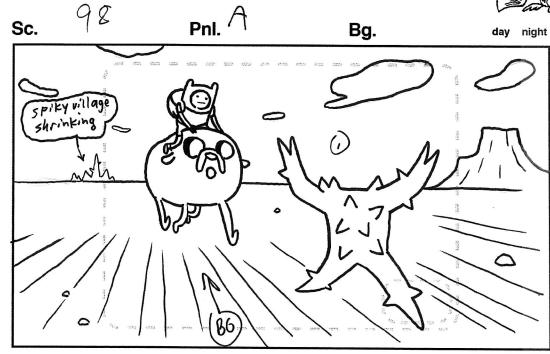
cameron running

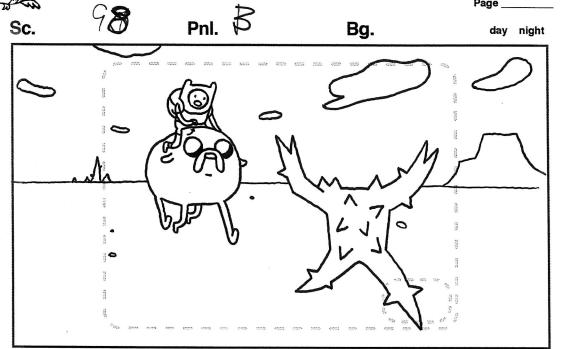
Timing:

Production:



Page / Y ?



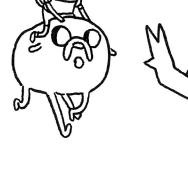


Dialog: Take / Do you think he knows where he's going?

Finn/ Well he made it seem that way

Action:

Timing:

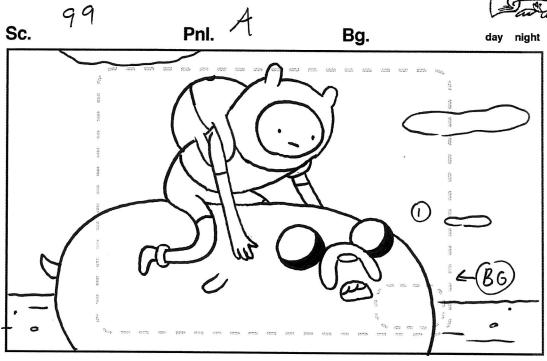


DE run cycle

Production:



| | 4 9

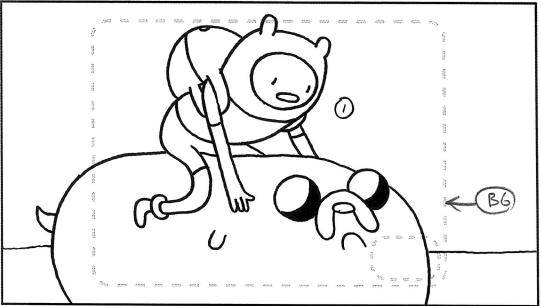


99

Pnl.

Bg.

day night

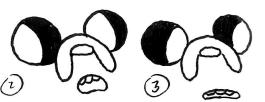


Dialog: Jake Oyeah but may be he's like a chicken When you know.

Flowhen what ? What happens to chickens?

Action:

(Jake trotting)



(7, )<sup>(2)</sup>

Timing:

Production:

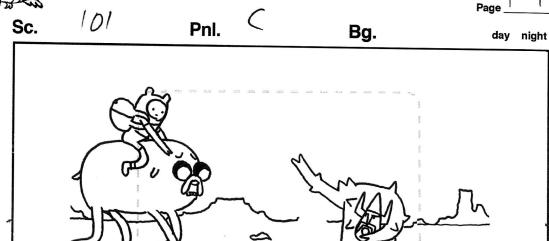
Timing:

03



Page | S |

Sc. Pnl. Bg. day night



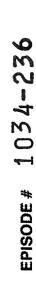
Dialog: Finn/(cont) Lorraine?

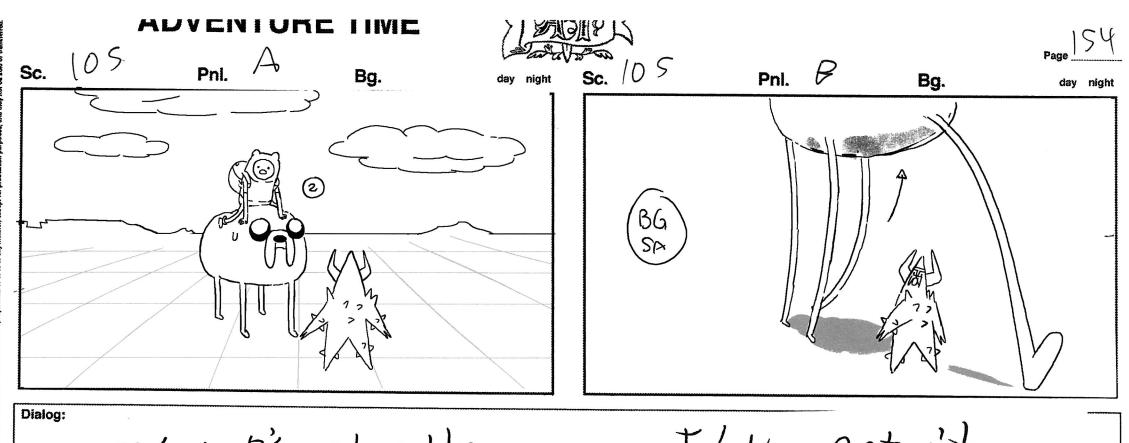
cameron/ Finn and Jake!

Action: -J RUNS ON/S.

Timing:

Production:





F/ Let's close the
gap Jake

I/ You got i't

- J. STRETCHES/ WALKS FORWARD - CAMERON TRACKS JAKE.

Timing:

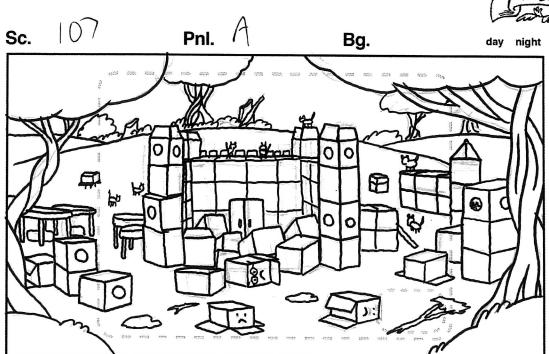
EPISODE # 1034-236

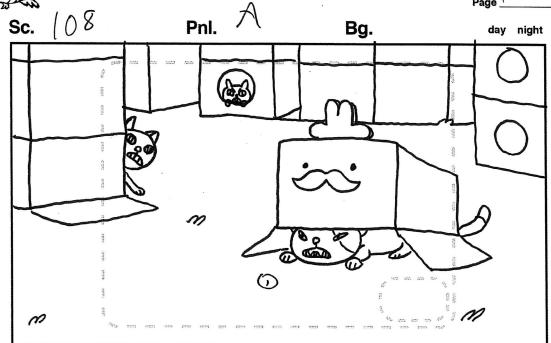
4-23

03

EPISODE #







Dialog: SFX: (cats hissing and caterwalling)

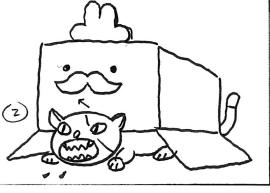
\* SHING- CLANG \*

SFX: (hissing meowing)

Action: - back of BOX Kingdom trashed

(1)-(2)-(1)

Timing:



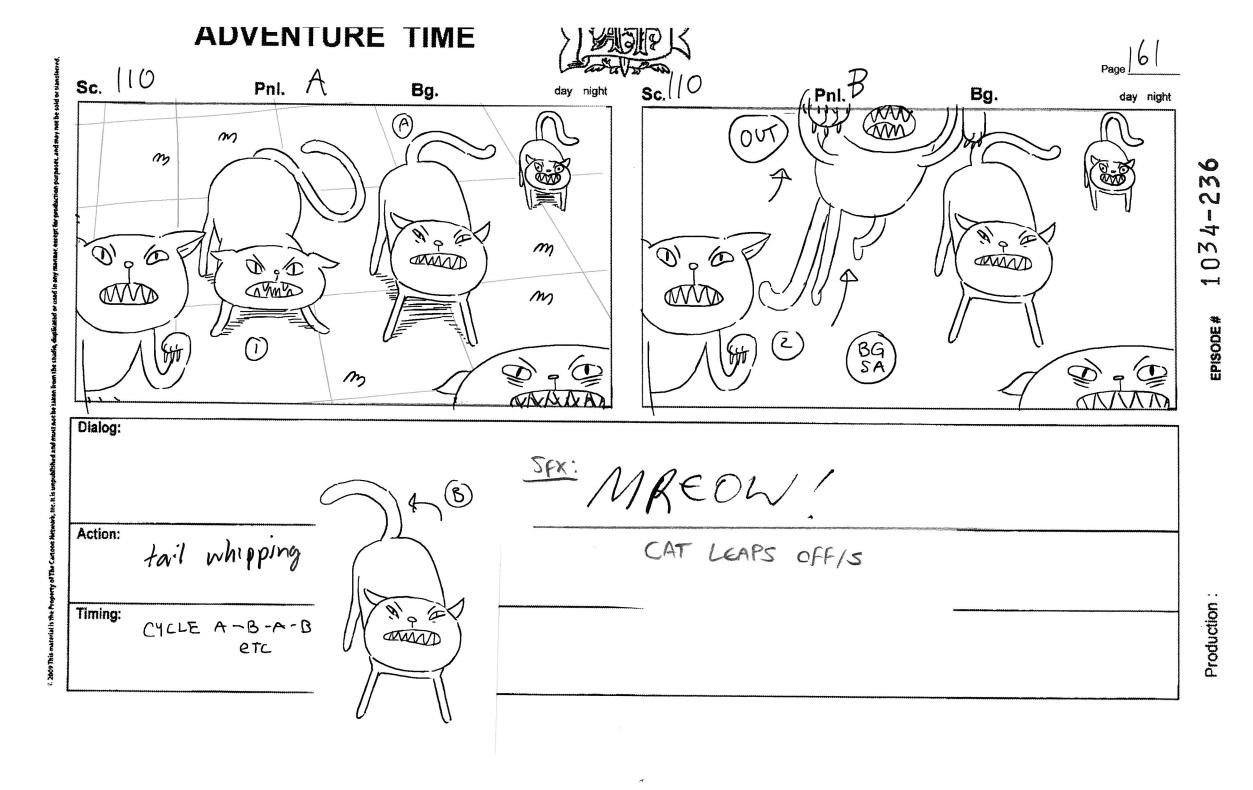


		A XMM & MMIG I COLUMN	* * * * * * * * * * * * * * * * * * *	11 200	则《入				1 ( ( )
d on mansterred,	Sc. 109	Pnl. 🛆	Bg.	day night	Sc. 109	? Pnl.	B	Bg.	Page 160 day night
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it be take				t Michael Ann ann ann an ann ann ann ann ann ann	<u></u>	121	•••••••••••••••••••••••••••••••••••••••		
ek, sne. It is ungsubilisheet and inset me	Dialog:	catl: Wiss s	pit:	(0/s) [ FIGH	SEX TING WAL	=*H155	5	DIT:	*

Action:

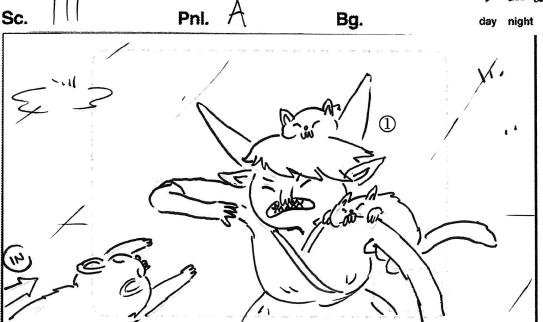
Timing:

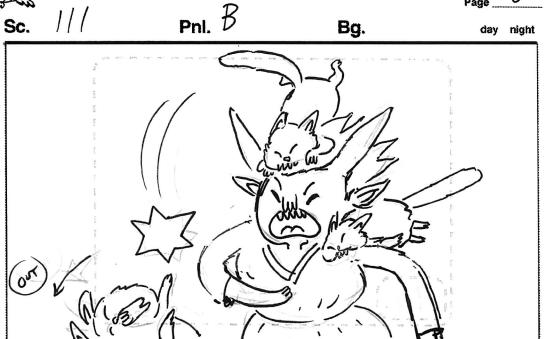
Production:





Page 6







BPIRAH!

STX: 3 SMACK-

Action: - CAT LEAPS ONTO B.P.

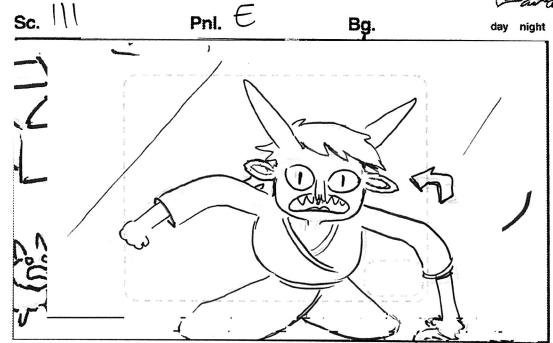
- BP KNOWS CAT OFFIS

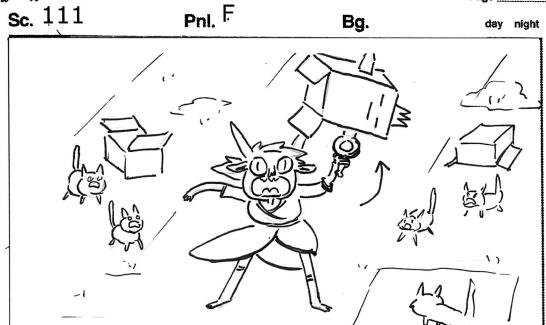
Timing:





16 Y





Dialog:

BP/ YAAA!!

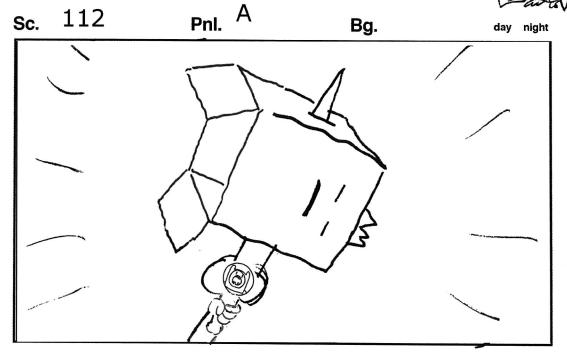
Action:

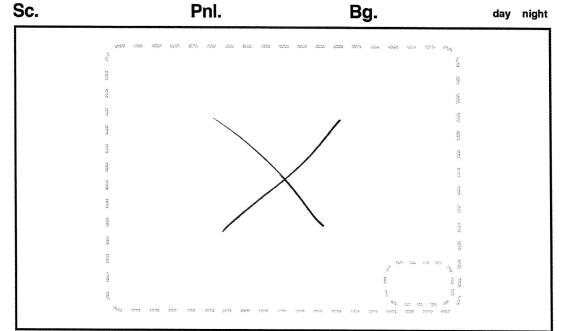
- TRUCK OUT TO REVEAL FINN SWORD THROUGH EMPTY BOX PRINCE' BOX. diamatic )

Timing:



164a





Prince!
۲

Action:

- JUMP CUT CLOSER.

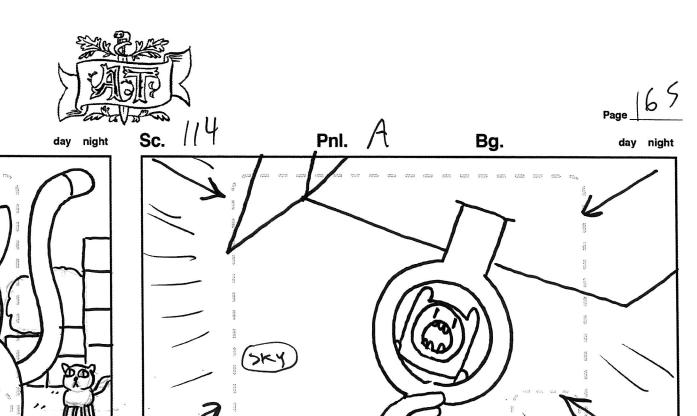
Timing:

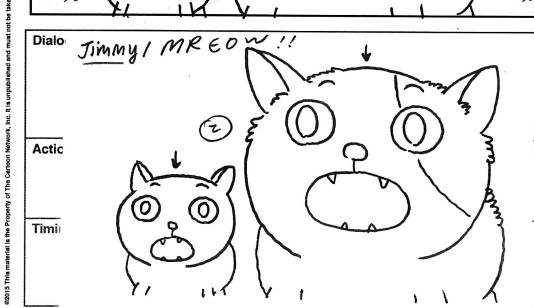
Jroduction.

Bg.

Pnl. A

sc. 113

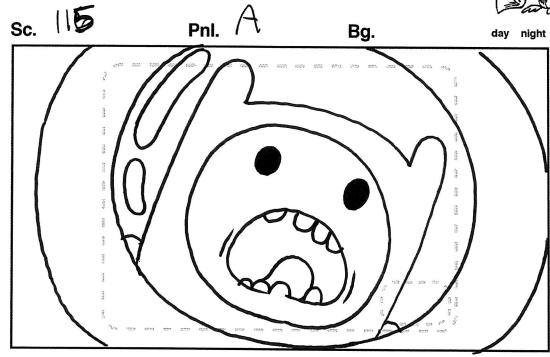


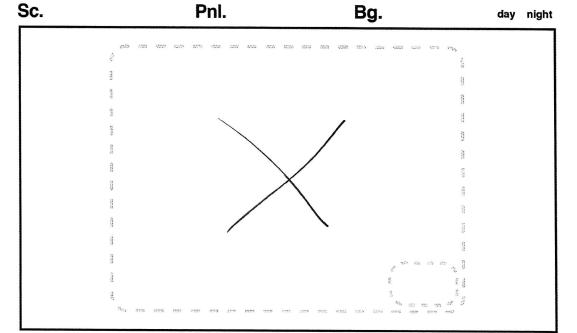


- truck in on FINN SWORD.



Page 166





Finn/ - NOOO!!!

Action:

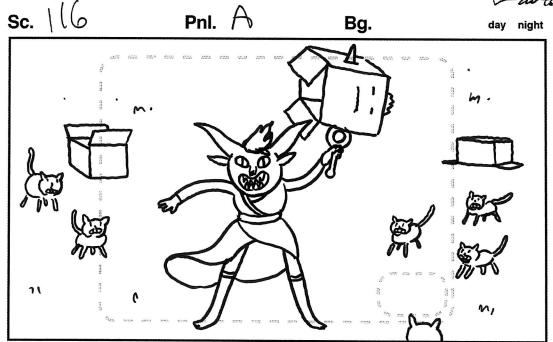
- JUMP CUT CLOSER.

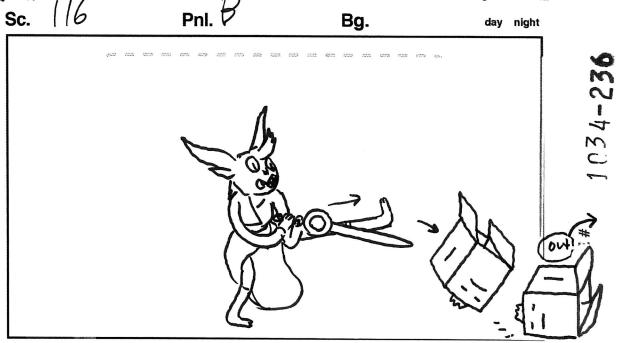
Timing:

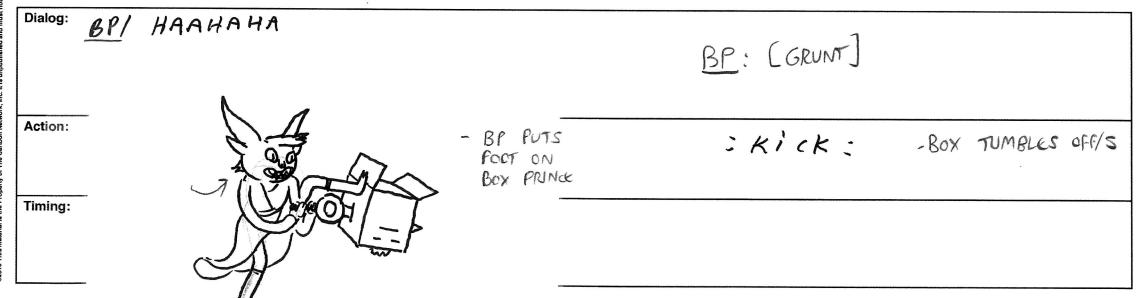
Droduction.



Page 167







**Production** 



No Sc 118

Page | 68

Sc. | Pnl. A Bg. day night Sc.

Pnl.

Bg.

day night

EPISODE # 1034-236

Dialog:

Action:

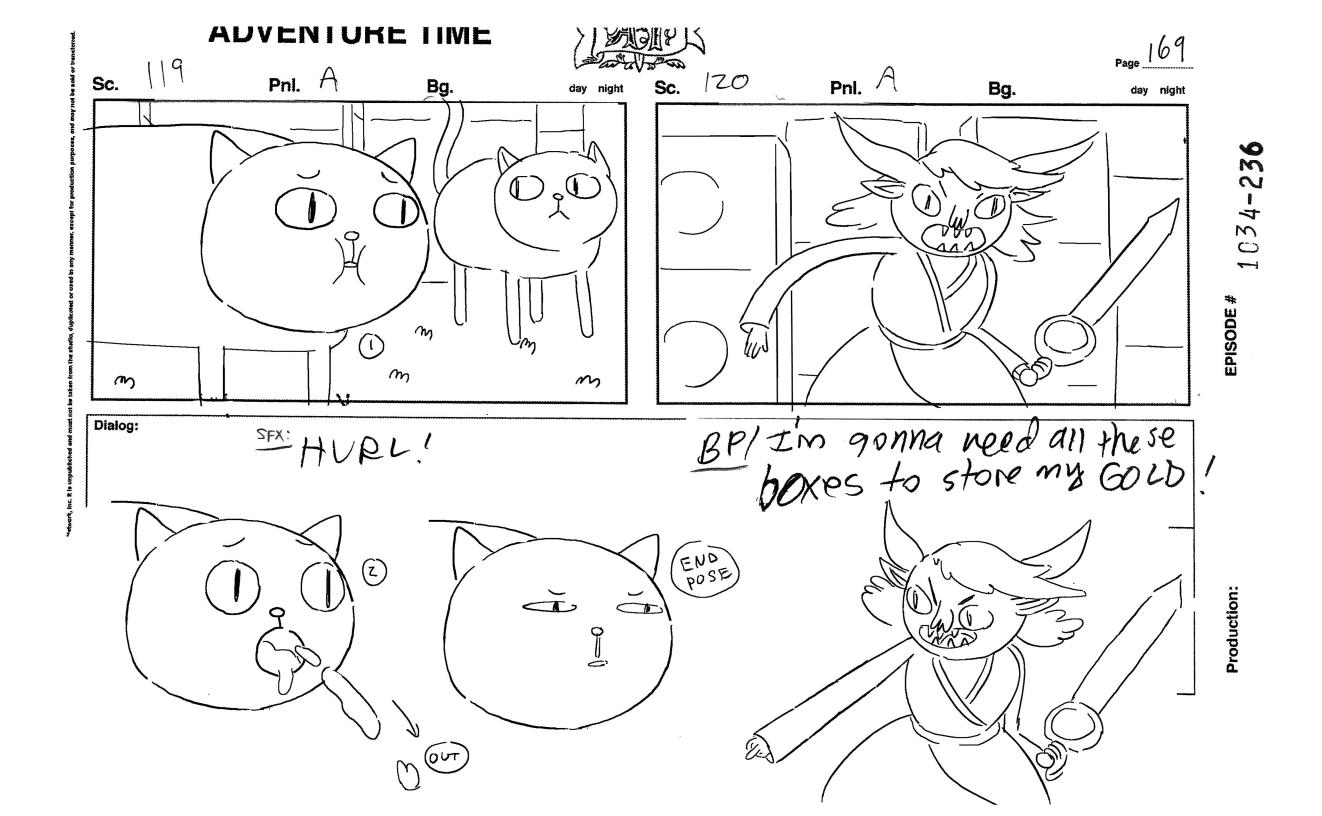


-BOX TUMBLES ON/5.

Timing:

Production:

©2015 This material is the P

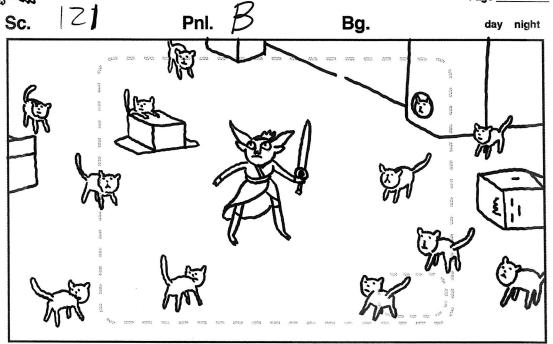


age <u>(</u>70

コロンマーンンの

EPISODE #

Sc. | 2 | Pnl. | Bg. | day night



Dialog: Bandit Princess & Give up now or join your Prince

Din the recycle bin!

Finn (OS) / WAIT!

Action:

Timing:

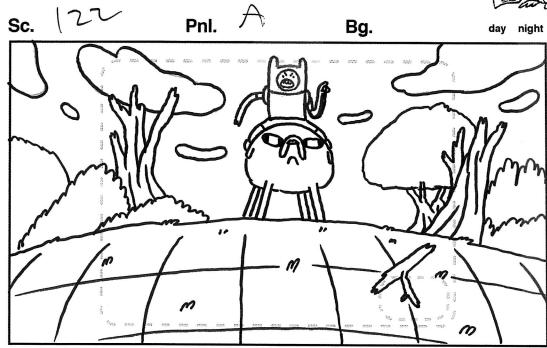


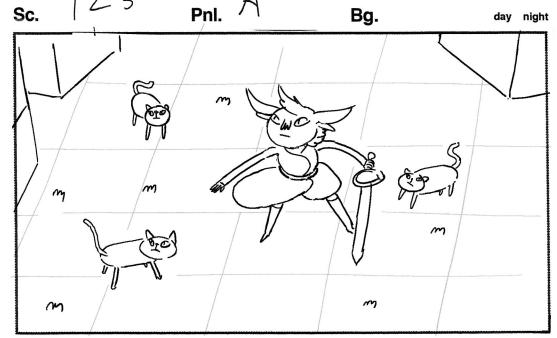
-BP LOOKS UP - CATS LOOK UP.

Production:



Page 17





Dialog:	Finn/	NO	recycling	./
---------	-------	----	-----------	----

BP" HMPH

Action:

Timing:

Production:



sc. 123

 $_{Pnl.}$  B

Bg.

Pnl.

Bg.



Dialog:

MOON NOON NOON

BP/ You looking for this I suppose

Action:

-CATS TURN AND WALK OFFIS,

Timing:

**Production:** 

M 

Production:

034

# **ADVENTURE TIME** sc. 125 Pnl. A Pnl. A Bg. Bg. m M m Dialog: FS/No man! This, creep show made me prey on the impount! Finn/= PHO0003 Action: Timing:

M

2

034

EPISODE #

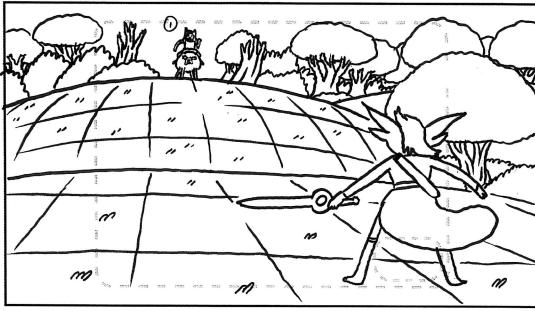
**Production:** 



sc. 120 Pnl. ₹ Bg.

127

Bg.



Dialog: Finn/ This is freaking serious.

Ofinn/ Jake @ Jake/ Yeah?

3 Finn/ This is my fight. @no matter what happens, don't step in.

Action:



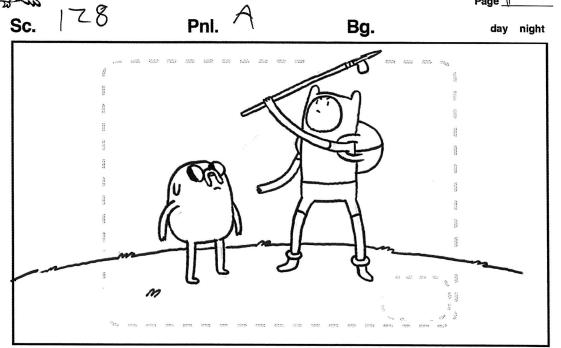
Timing:

1034-236



Page 1

Sc. Pnl. Bg. day night



Dialog: Jake/ GUAKE

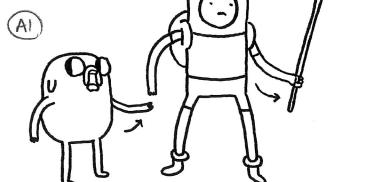
Jake / Take this sword I made

Action: Jake pulls sword out of his mouth

Timing:







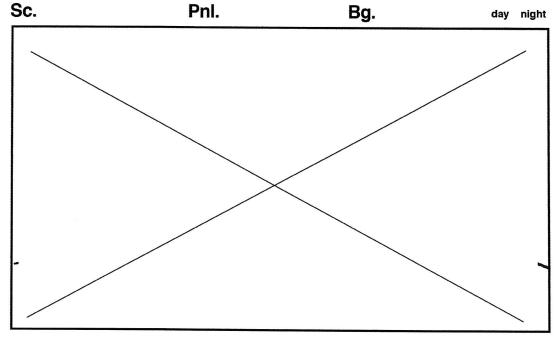
# 1034-22

EPISODE #

roduction



Page 177



Sc. 78 Pnl. B Bg. day night

Dialog:

Finn / Gimne back my self dude!

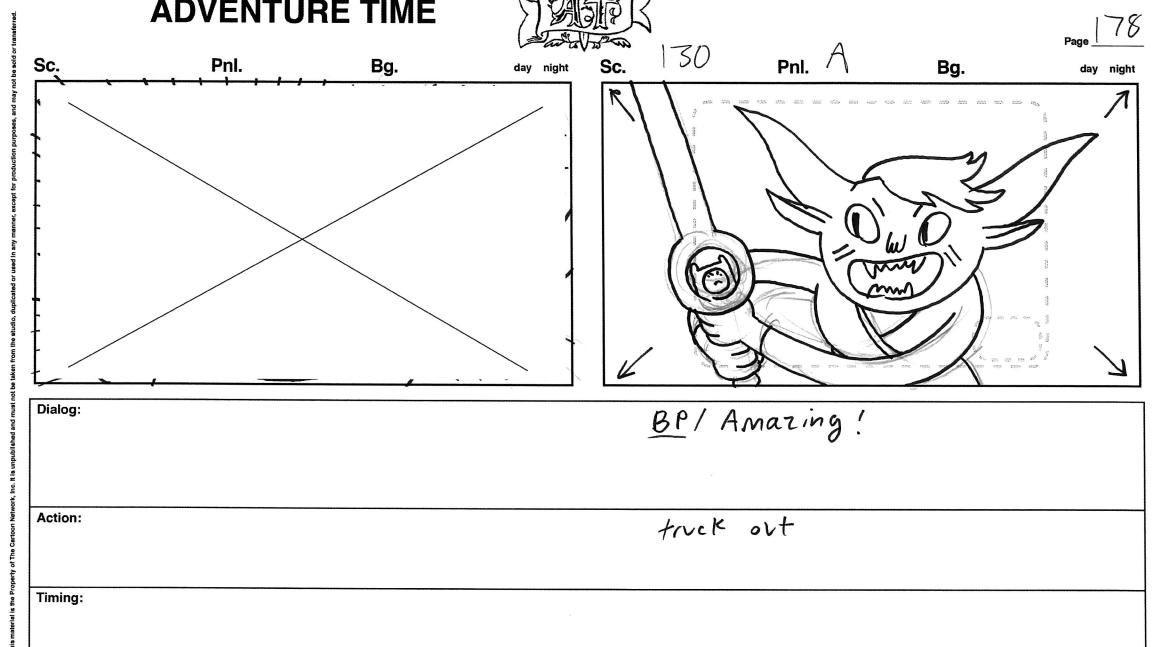
Action:

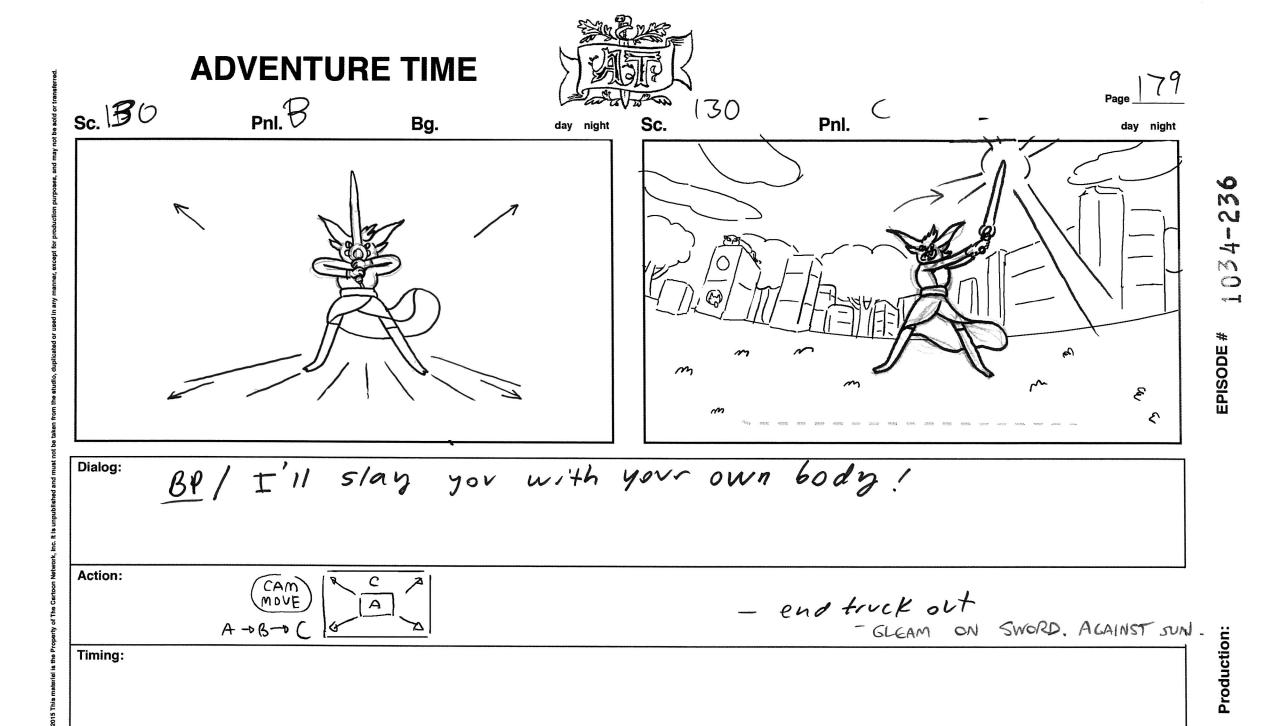
-F. CHARGES OFF/S.

Timing:

Production:

1034-236

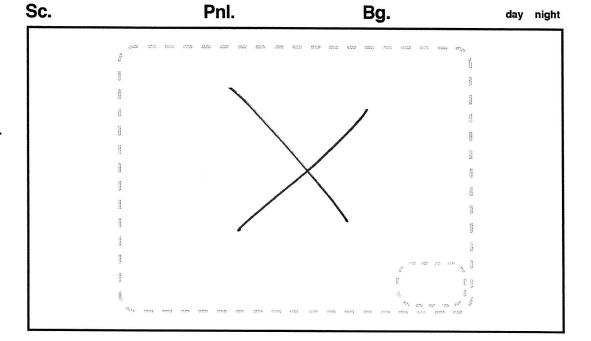






Page | 80

Sc. 13 Pnl. Bg. day night



Dialog:	Finn Sword/ By the Ghost of Glob
	give this tranch accute
	arthritis !!

Action:

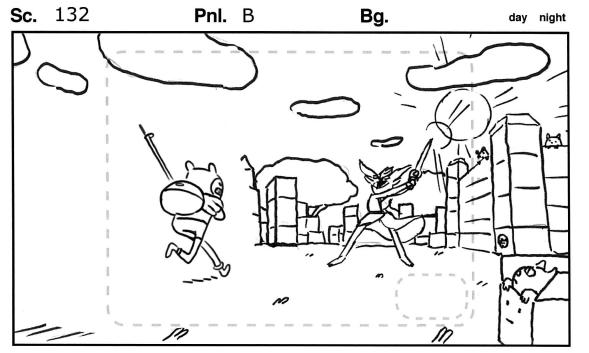
Timing:

Production



181

Sc. 132 Pnl. A Bg. day night



Dialog:

finn: "you gonna..."

Action:

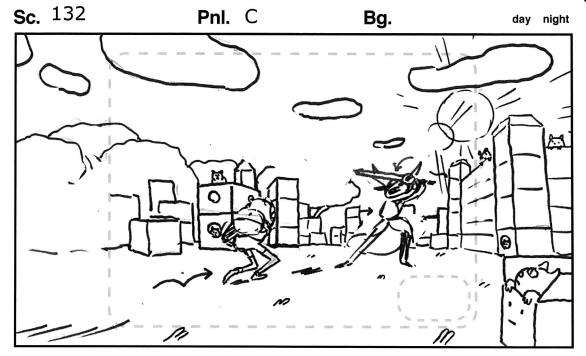
Finn charges on/s

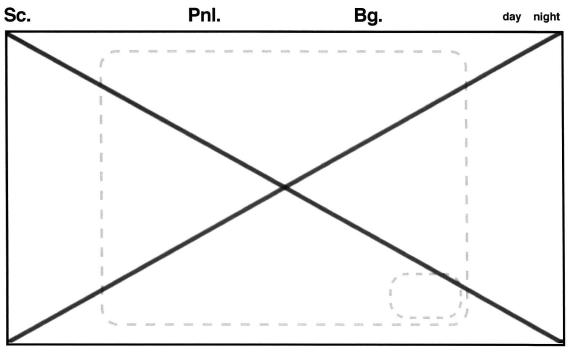
Timing:

Production:



Page 182





Dialog:

finn:"...get bopped..."

Action:

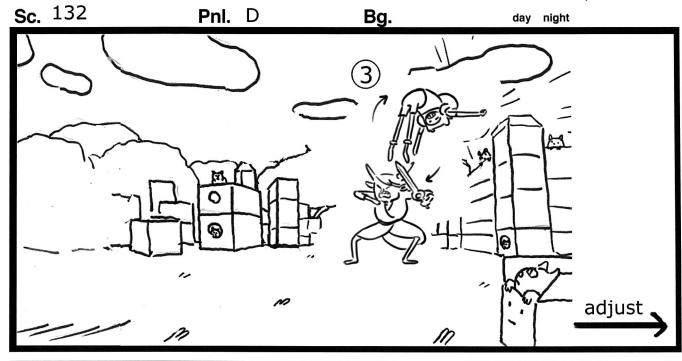
Timing:

Production:

1034-236



Page 183





Dialog:

finn:"...in the brain..."

Action:

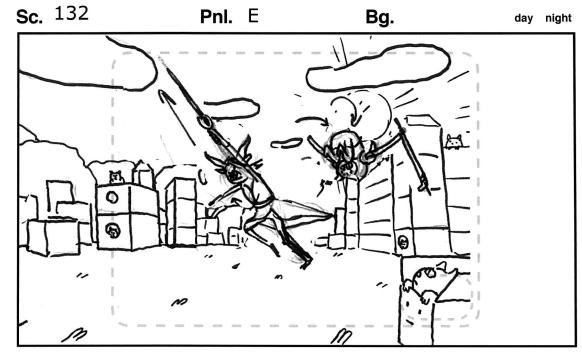
adjust with action

F kicks BP in the face

Timing:



 $_{\text{Page}}\underline{184}$ 



Sc. 132 Pnl. F Bg. day night

Dialog:

bp: \*growl\*

Action:

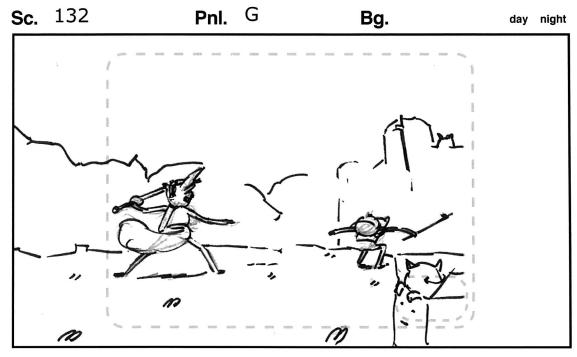
BP thrusts finn flips

Timing:

1034-236



Page 185



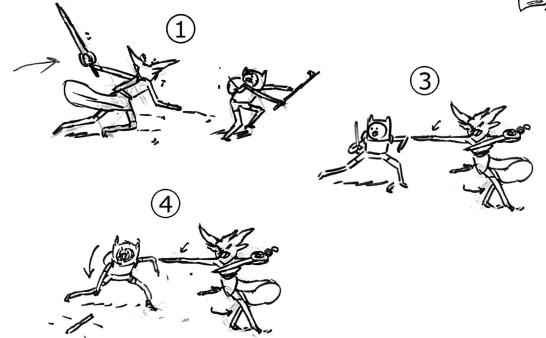
Sc. Pnl. Bg. day night

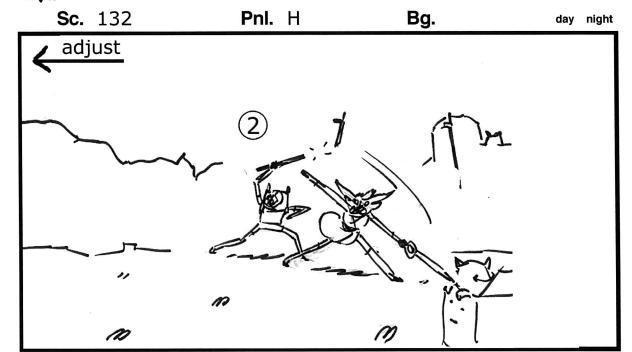
Dialog:
Action:
Timing:

1034-236



185A





Dialog:

F: "Dag! Useless!

Action:

adjust with action

BP cuts through finn's golf club finn throws it on the ground

Timing:

1034-236



185B

day night

Sc. 132 Pnl. I Bg. day night

Sc. 132 Pnl. J Bg.

Dialog:

bp: "Eat it!!"

Timing:

Action:

Production:



)86

Sc. 133 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:

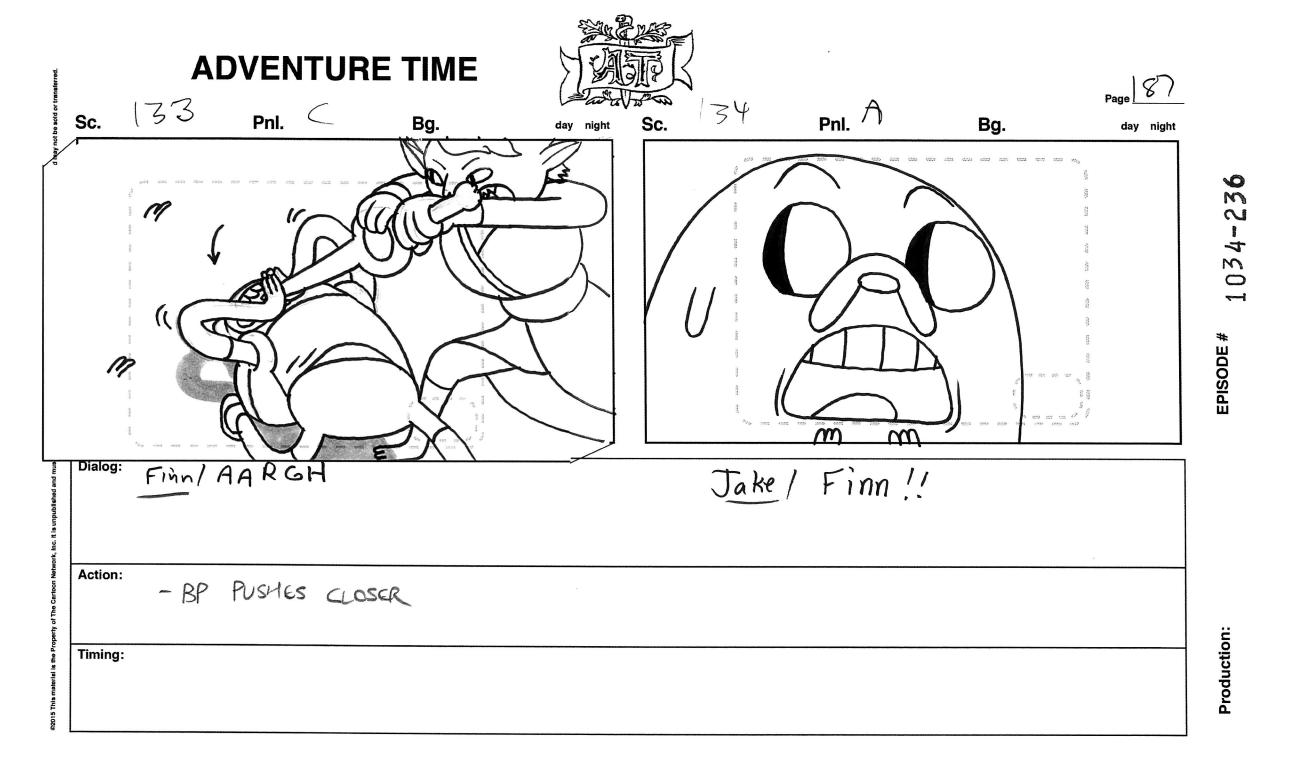
sfx/= womp:

Action:

- finn catches sword BETWEEN PALMS.

Timing:

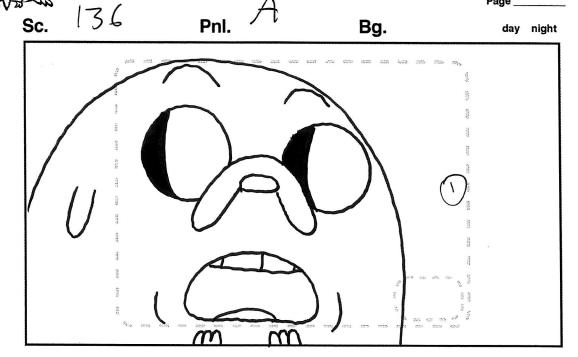
Production:





Page | 88

Sc. 3 Pnl. Bg. day night



Dialog:	Finn/	Stay	put	!!
			ı	• •

Action:

(start pose)

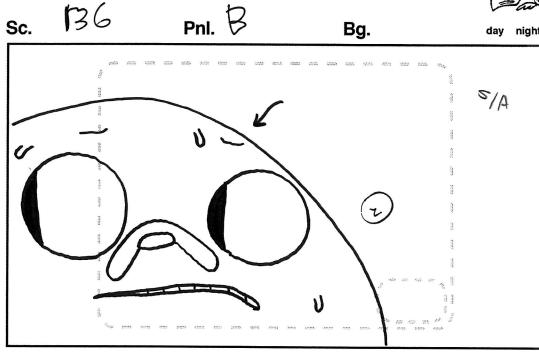
Timing:

EPISODE #

Production



Page |89



Sc. 37 Pnl. Bg. day night

Dialog: Jake/(makes a ne-vovs sound)

FINN/ RAAHGH

Action:

Timing:

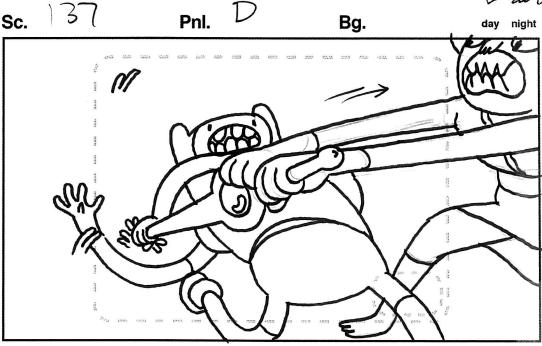
Production:

Timing:

Production:



9 | Page \_\_\_\_\_



Sc. Pnl. Bg. day night

Dialog:

BP/ GIMME DAT!

Action:

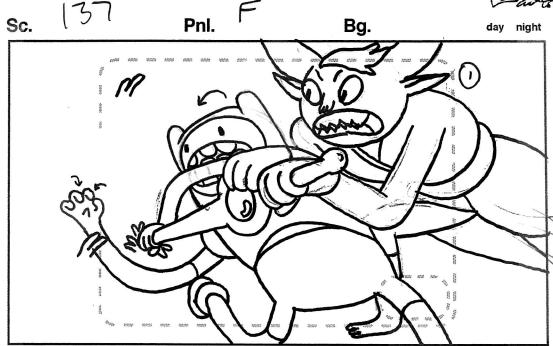
-BP viciously pulling on sword

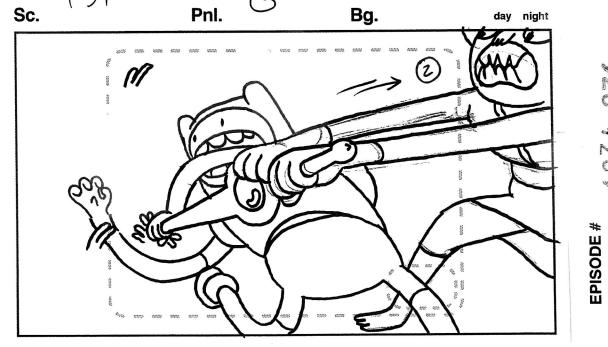
Timing:

Production:



Page | 92



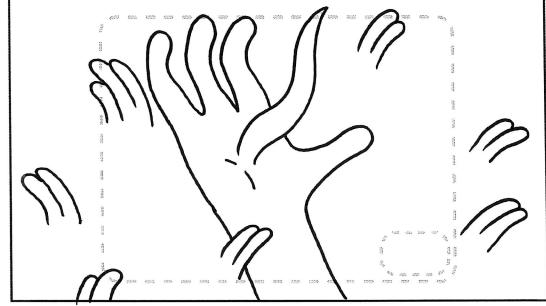


Dialog:	
A - 15	
Action:	-FINN'S HAND STARTS
	-FINN'S HAND STATUS SHAKING
	8/ * 11 * 10 * 10 * 10 * 10 * 10 * 10 * 1
Timing:	



138 Pnl. A Bg. day night

Pnl.  ${\cal B}$ 138 Bg. day night



Dialog:

Action:

Timing:



SFX: SHWIP!

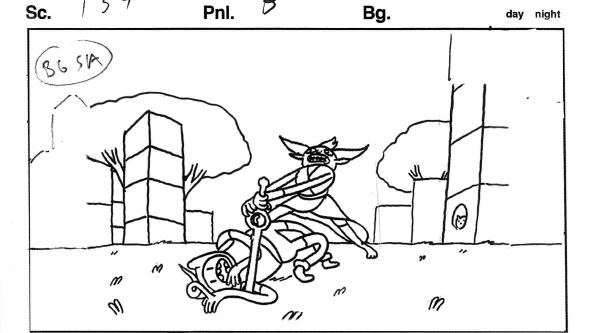
- THORN STATUS GROWING,

Production:



Page \_\_\_\_

Sc. 39 Pnl. Bg. day night



Dialog:

Action:

Timing:

1021

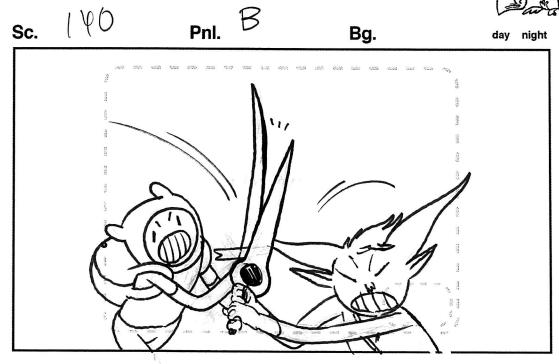
EPISODE #

Production:



no scene 141

196 Page



Sc. Pnl. Bg. day night

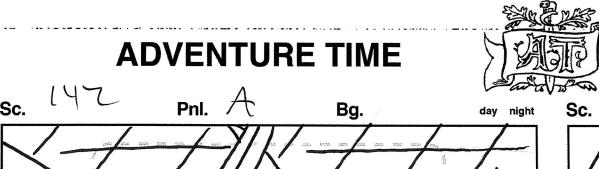
Dialog:

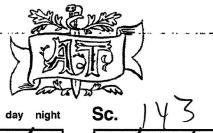
SEX = KLANG =

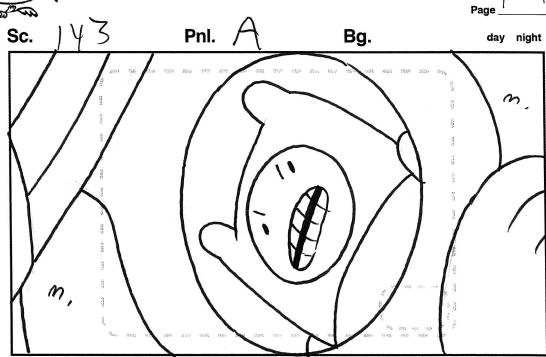
Action:

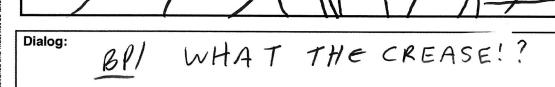
Timing:

Production:









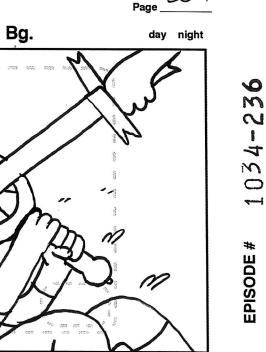
Finn Sword / You gonna get it now dude!
THAT'S TH' GRASS SWORD /

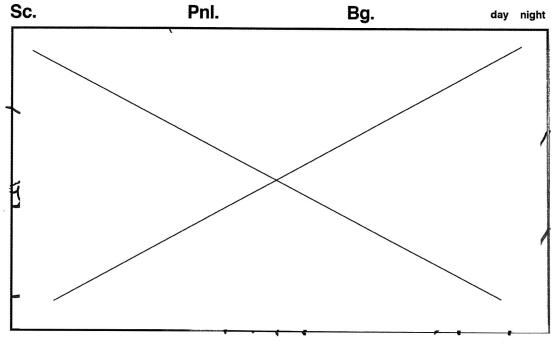
Action: Timing:

**EPISODE**#

Production:







Dialog: BP/HAHAHA

- GRASS SWOND HAS PIERCED GEM.

Timing:



SP

Pnl. A



202

Pnl. A Bg. Bg. day night day night

Dia	loa	:
Dia	.~9	•

BP/-hahaha

- hahaha

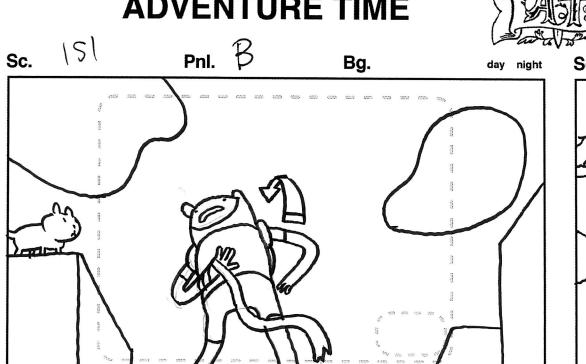
Action:

-gem stone goes dark -FINN IN GEM disappears

Timing:

Production:





Bg. day night

BP: laughing cont.

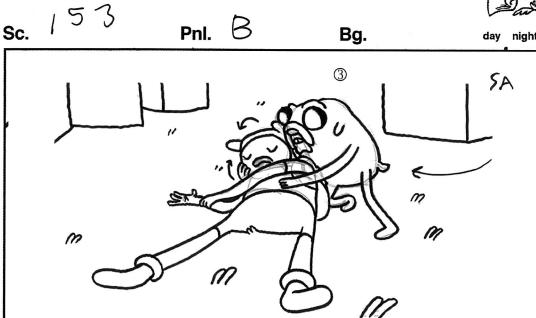
Jakel FINN !!



GRASS SWORD LOSES SHAPE.



706 Page



y night Sc. | 53 Pnl.

Pnl. Bg.

day night





Jakel

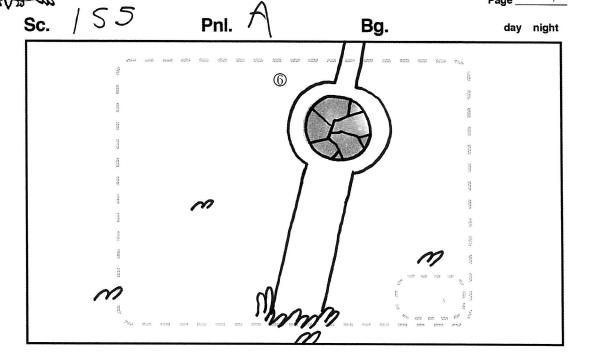
I'll take

rare of this ...

Production:



Page 707



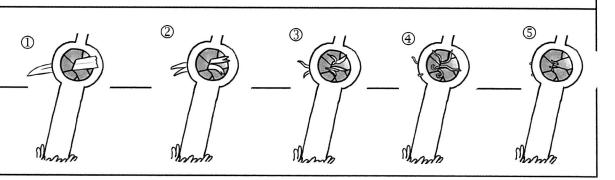
Dialog: BP/(distance) hahahaha

BP (more distant) keep your busted sword:

Action: - BP HA

BP HAS ALREAPY FLEO.

Timing:



EPISODE # 1034-236

roduction



208

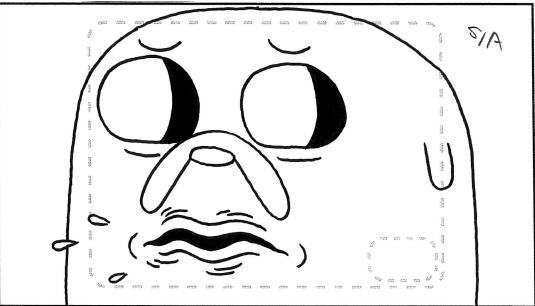
Sc. 156

Pnl. A

Bg. day night

Sc. 156

Pnl. Bg. day night



Dialog:

Jake / = BPBPBPBP =

Action:

Timing:

Production:

Sc. 156 Pnl. Bg. day night

Dialog:



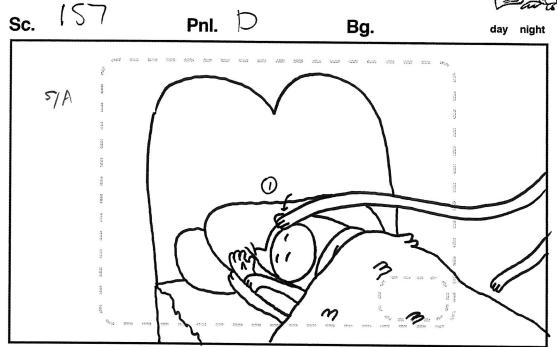
Action:
Timing:

1034-236

EPISODE #



71) Page\_\_\_\_\_



Sc. | S7 Pnl. E Bg. day night

Dialog: Jake 1 sleep it off buddy.

Action:



(i)→(i)→(i)

- J. PATS FINN ON HEAP.

- J. RETRACTS ARMS OFF/S.

Timing:

Production:

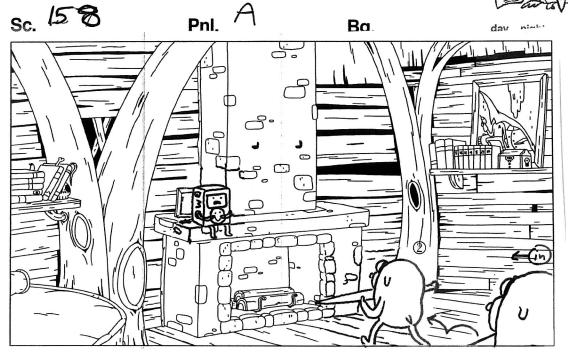
N

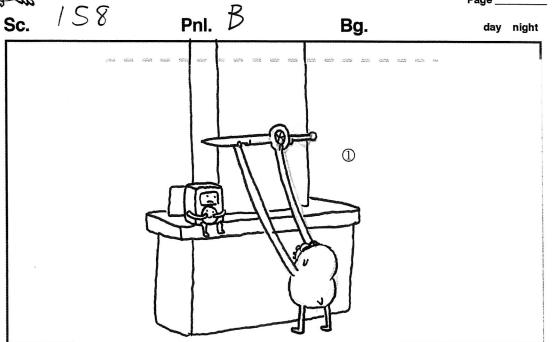
1034-

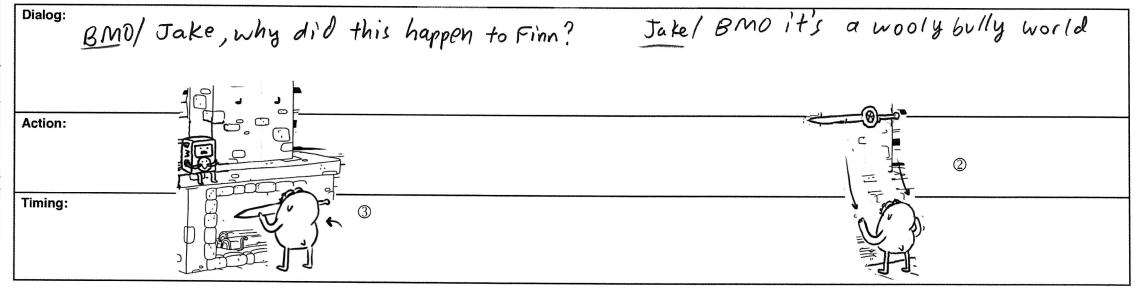










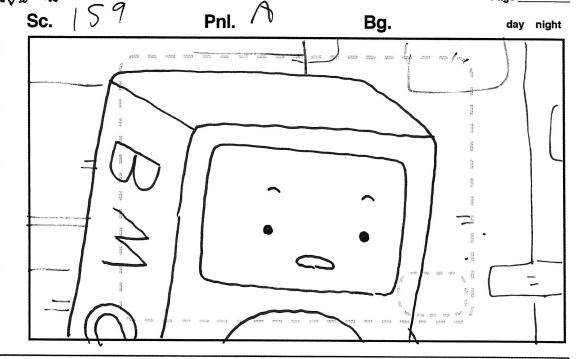




213

Sc. 158

Pnl. Bg. day night



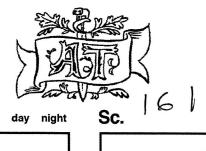
Dialog: I/ People be acting crazy always.

BMO/ You mean some people are just pure city Sidewalk boom-boom from a rat donk and that's all there is to it?

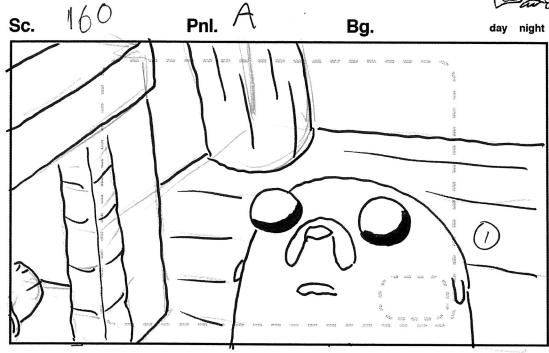
Action:

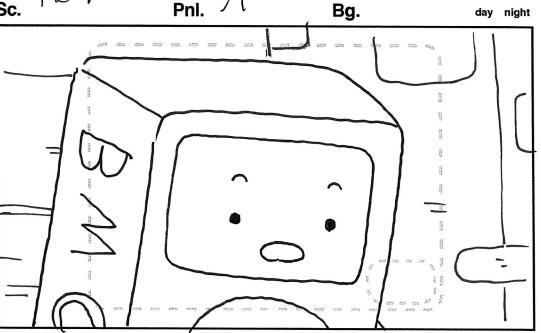
Timing:

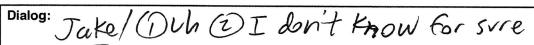
Production:



ZIY Page\_







BMO/ Here's the sticker I made of Finn Sword's face.

Action:

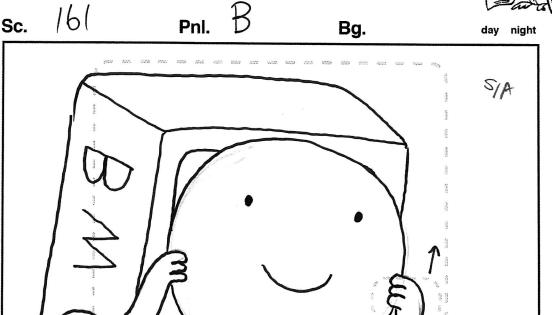
Timing:





215

EPISODE # 1034-236



Sc. Pnl. Bg. day night

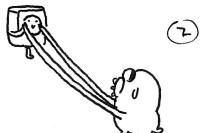
Dialog:

Jake / Thanks BMU

Action:

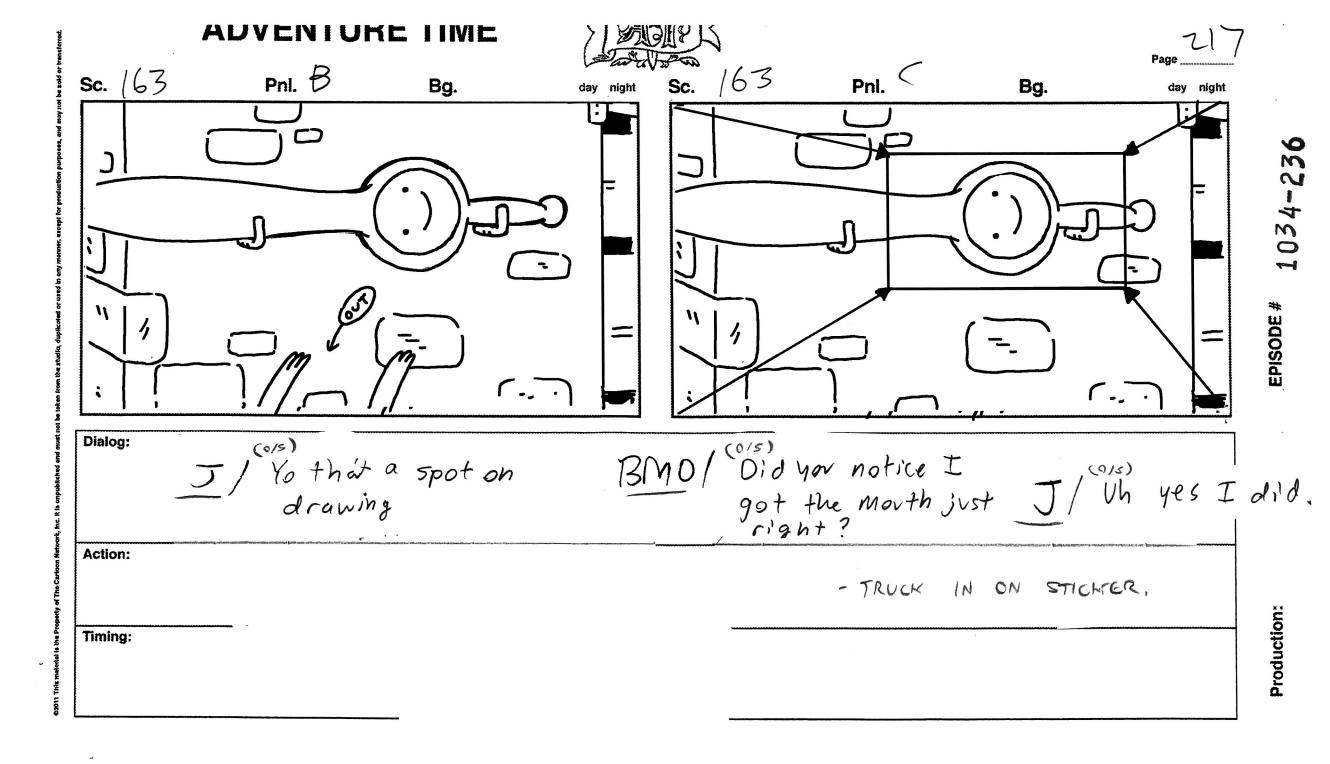
-BMO HOLDS UP STICKER.

Timing:



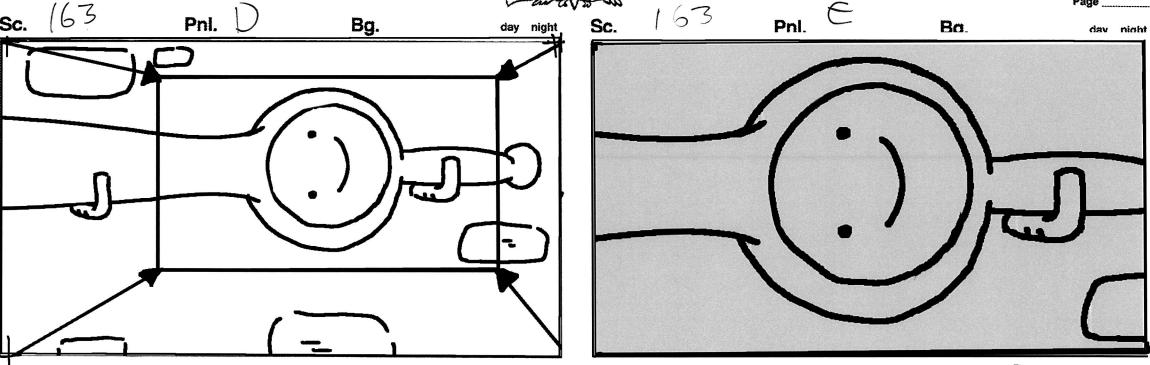
1034-236

EPISODE #





Page 78



Jakel come on let's get some air.

BMO/ OK I LIKE AIR.

Action:

- TRUCK IN CONTINUES

SFX

\* door creat open \*

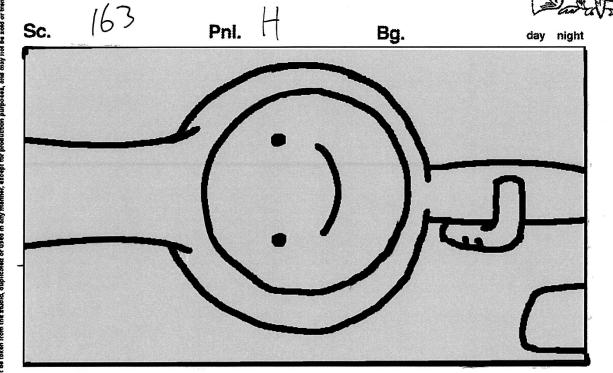
Timing:

1034-236

EPISODE #

163

Bg. day night

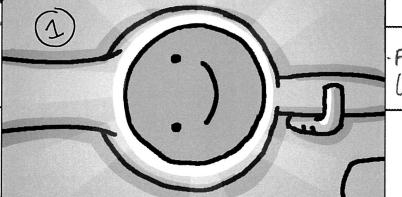


Dialog:

SFX: + HMMMMX

- HOLD ON FINN SWORD

Timing:



FINN SWORD GLOWS GREEN UNDER STICKER.

Pnl.

THE

**Production:**